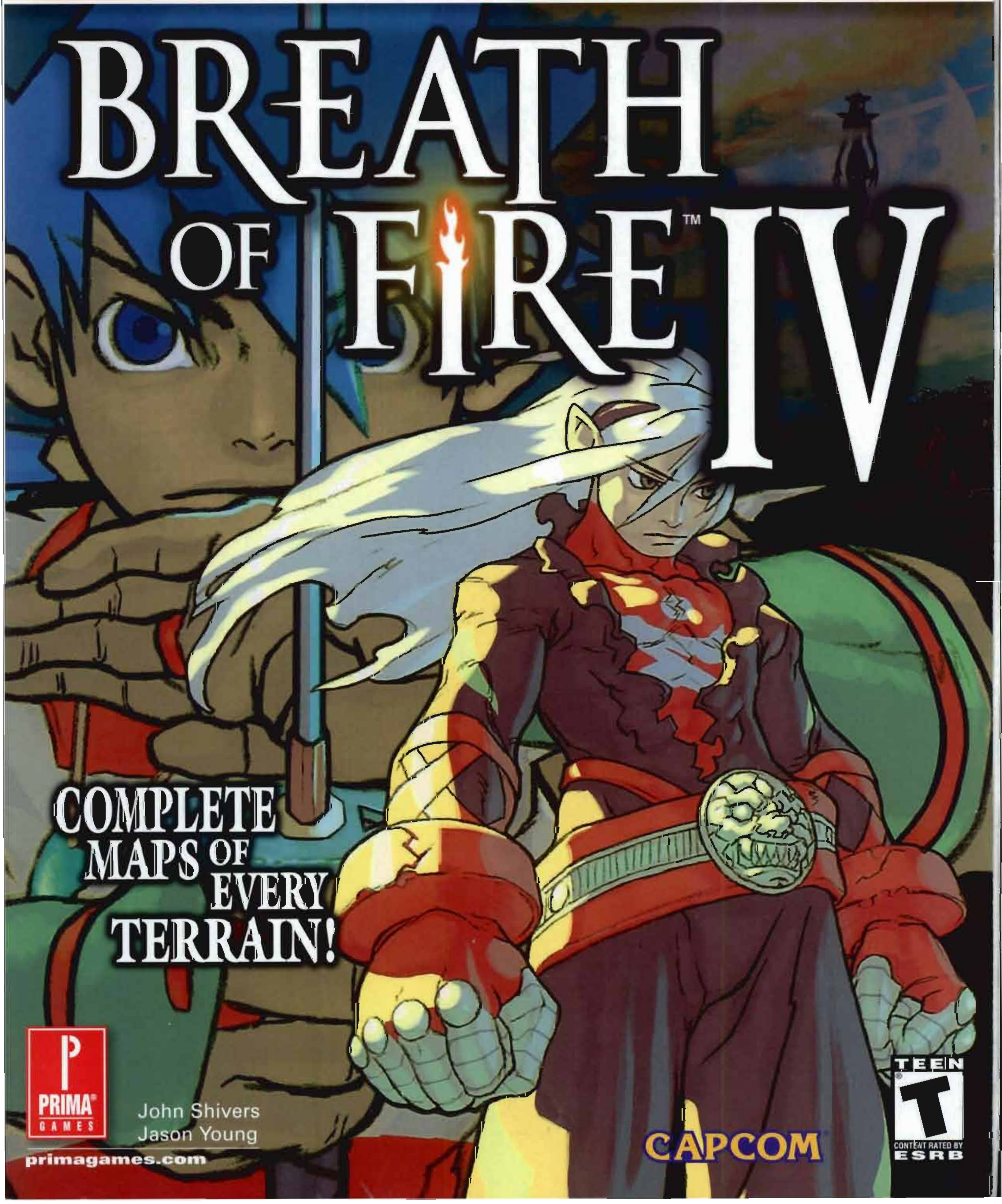
PRIMA'S OFFICIAL STRATEGY GUIDE

BREATH OF FIRE™ IV



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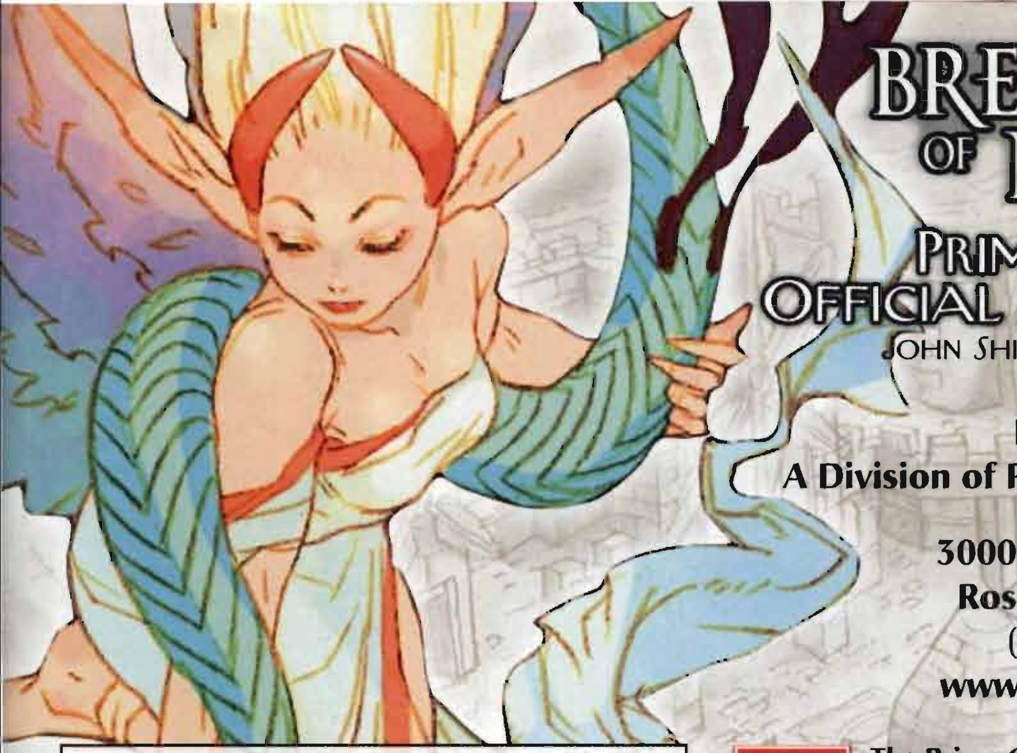

BREATH OF FIRE IV

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JOHN SHIVERS & JASON YOUNG

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Contents

World Map 2
Characters and Game Basics 3
Chapter I:The Awakening 6
Chapter II:The Endless 44
Chapter III:Streams 84
Chapter IV:That Which Passes 123
Faerie Colony 134
Fishing 145
Masters 153
Dragons 157
Magic and Skills 161
Item & Equipment Lists 170

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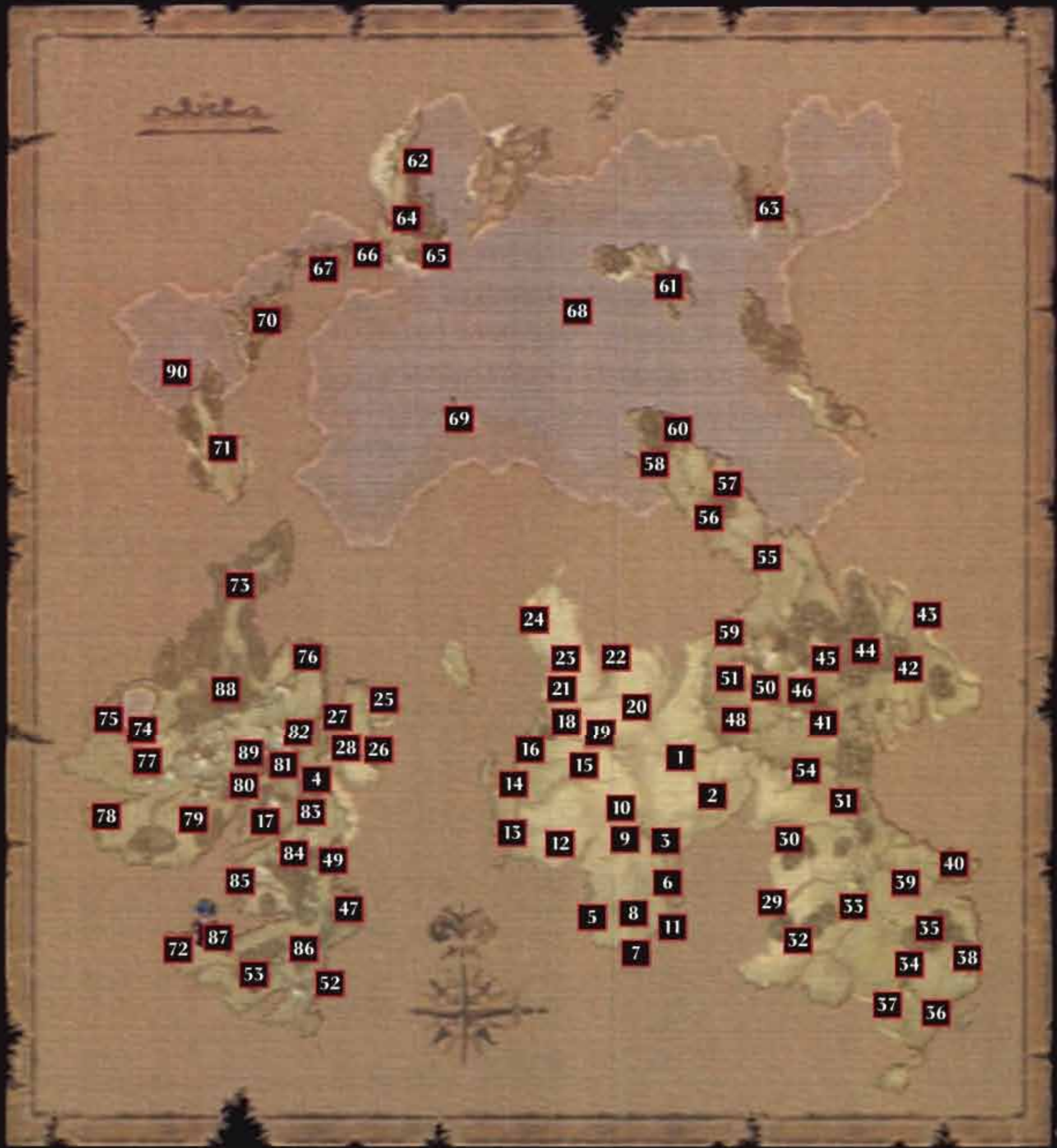
World Map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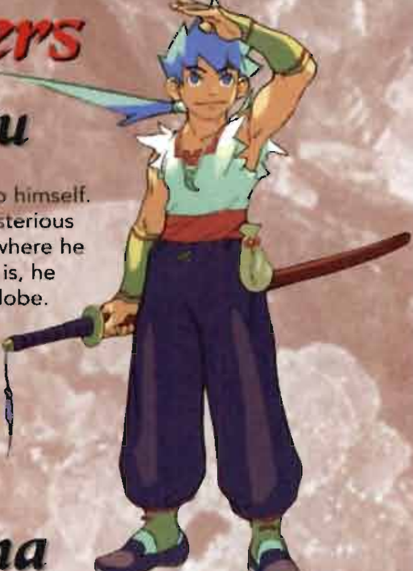
1. Crash Site
2. Crater
3. Cliffs
4. Tomb
5. Saria
6. Oasis
7. Snadflier Valley
8. Crossroads
9. Chamba
10. North Chamba
11. Fishing Spot
12. Kurok
13. Dam
14. Mud Cliffs
15. Kyria
16. Woods
17. Bunyan's Hut
18. Synesta
19. Eastern Highway
20. Hideout
21. Crossroads
22. Lake Spot
23. Wharf
24. Kyoin
25. Causeway (Astan)
26. Astana
27. Aqueduct
28. Astana Base
29. Ludia
30. Ocean Spot
31. Shyde
32. Wychwood
33. Woren
34. Golden Plain
35. Tahrn's Camp
36. My Glom
37. Smith's Shop
38. Shrine
39. Ahm Fen
40. Faerie Hut
41. Wyndia
42. Kasa Woods
43. Fishing Spot
44. Pung'tap
45. Ice Peak
46. Chek
47. Sonne Village
48. Sichon
49. Mt. Yogy
50. Mountain Pass
51. Abandoned Village
52. Sanctum
53. Soma Woods
54. Mt. Ryft
55. Checkpoint
56. Crossroads
57. Tree of Wisdom
58. Shikk
59. Mt. Giga
60. Fane
61. Island of Fire
62. Lyp
63. Ocean Spot
64. Crossroads
65. Lake Spot
66. Jungle
67. Pabpab
68. Island of the Sea Dragon
69. Nameless Island
70. Saldine Flats
71. Saldine Fishing Spot
72. Chedo
73. Koshka
74. Chiqua
75. Lake Spot
76. En Jhou Ruins
77. River
78. Quarry
79. Pauk
80. Fishing Spot
81. Tomb
82. Mukto
83. Kwanso
84. Foothills
85. Ocean Spot
86. Highway
87. Imperial Palace
88. Shan River
89. Burnt Forest
90. Fish Head Beach

Characters and Game Basics

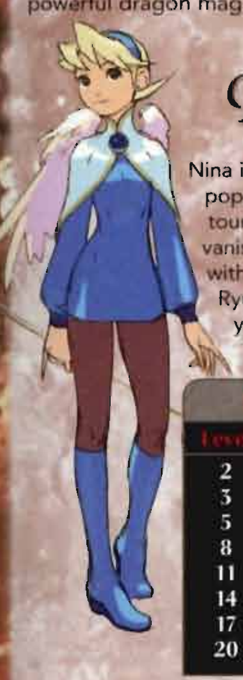
Characters

Ryu



Ryu's past is a mystery, even to himself. He was found by Nina in a mysterious crater near Sarai. To discover where he comes from and who he really is, he travels with Nina around the globe. As the main character of the game, Ryu should be the best of the best, and he most certainly is, with very well-rounded statistics and powerful dragon magic.

Nina



Nina is a Princess of Wyndia, a respected kingdom populated by winged men and women. During a tour of the western cities, her sister mysteriously vanishes. In an effort to find her sister, Nina takes off with her close friend, Cray, and winds up meeting Ryu. Nina is by far the most powerful magic user in your party. She quickly proves herself to be a "must use" character.

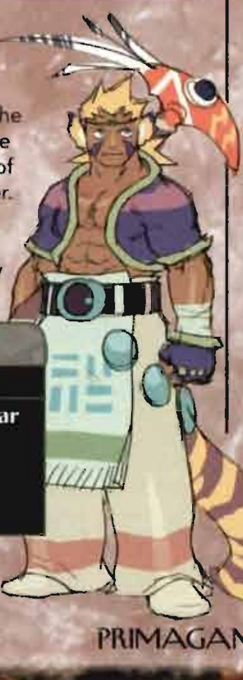
Spell Table

Level	Spells
2	Sever
3	Heal
5	Purify
8	Barrier
11	Rejuvenate
14	Cyclone
17	Raise Dead
20	Remedy

Spell Table

Level	Spells
23	Vitalize
26	Inspire
29	Typhoon
31	Kyrie
34	Restore
36	Resurrect
39	Vigor

Cray



Cray left Worent to travel with Nina and search for the missing Princess Elena, only to be caught up with the impending destiny of the very world itself. As chief of the warrior nation of Worent, Cray is a natural fighter. He excels in all areas of physical combat and is one of the strongest in your party. When brute force is needed, look no further. Of course he also has many good spells, so don't think of him only as a fighter.

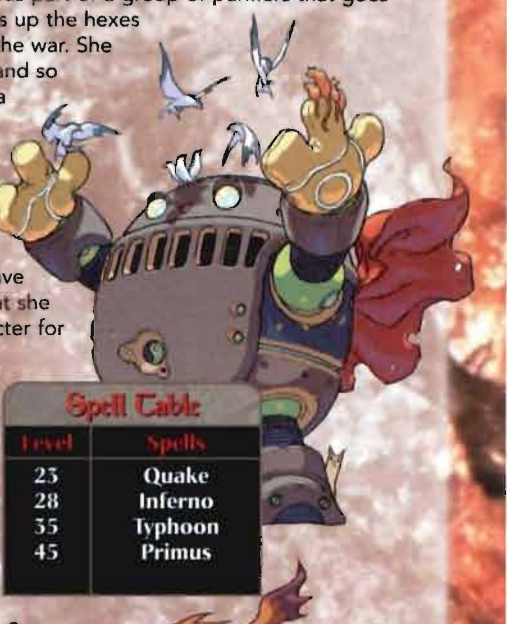
Spell Table

Level	Spells
2	Protect
5	Speed
8	Rock Blast
11	Slow
14	Blunt

Spell Table

Level	Spells
17	Stone Pillar
21	Might
25	Shield
30	Quake

Ershin



Ershin first joins the party at Chamba, helping Ryu and Nina cross the hexed and wasted city. She was part of a group of purifiers that goes from town to town and cleans up the hexes left by the Fou Empire after the war. She has told no one of her past, and so she's yet another mystery in a party already loaded with more questions than answers. Ershin usually attacks using a launchable rocket fist. And you can find very little armor for her throughout the game. You have to get someone to make what she needs. She is a worthy character for any lineup.

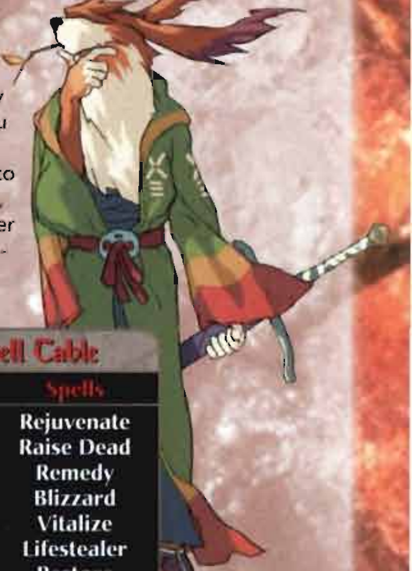
Spell Table

Level	Spells
2	Risky Shot
7	Wild Shot
13	Stand Out
15	Death
19	Blizzard

Spell Table

Level	Spells
23	Quake
28	Inferno
35	Typhoon
45	Primus

Scias



Scias is a mercenary originally hired by the country of Ludia to watch over Ryu and Nina while Cray is held captive. Moved by Ryu and Nina's dedication to helping their friend and those in need, he is plagued with doubt and guilt over his job. Scias is another powerful fighter, and he has many of the best weapons in the game.

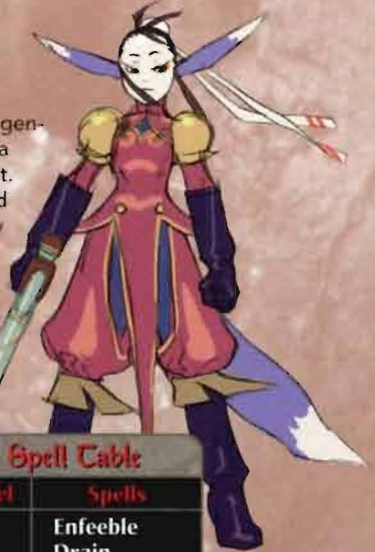
Spell Table

Level	Spells
2	Frost, Sleep
4	Identify
5	ShiningBlade
8	Heal
10	Purify
13	Confuse
16	Ice Blast

Spell Table

Level	Spells
19	Rejuvenate
22	Raise Dead
25	Remedy
28	Blizzard
31	Vitalize
34	Lifestealer
37	Restore

Ursula



Ursula is the granddaughter of the general of the Fou Imperial Army, and a high-ranking officer in her own right. While she is loyal to the Empire and her grandfather, she is disturbed by the cruelty of many Imperial officers. She accompanies Ryu and party back to the Empire. Ursula is a very good all-around character. She has the unique advantage of weapons that can attack all enemies.

Spell Table

Level	Spells
2	Flare, Fireblast
5	Confuse
8	Weaken
11	Rock Blast
15	Silence
21	Cyclone

Spell Table

Level	Spells
24	Enfeeble
27	Drain
28	Leech Power
31	Inferno
35	Death

Basics of Play

The Overworld Map

Unlike previous games in the *Breath of Fire* series, you can't walk around the overworld map freely. Instead, you follow a set series of paths between the various locations in the game, such as towns or dungeons.

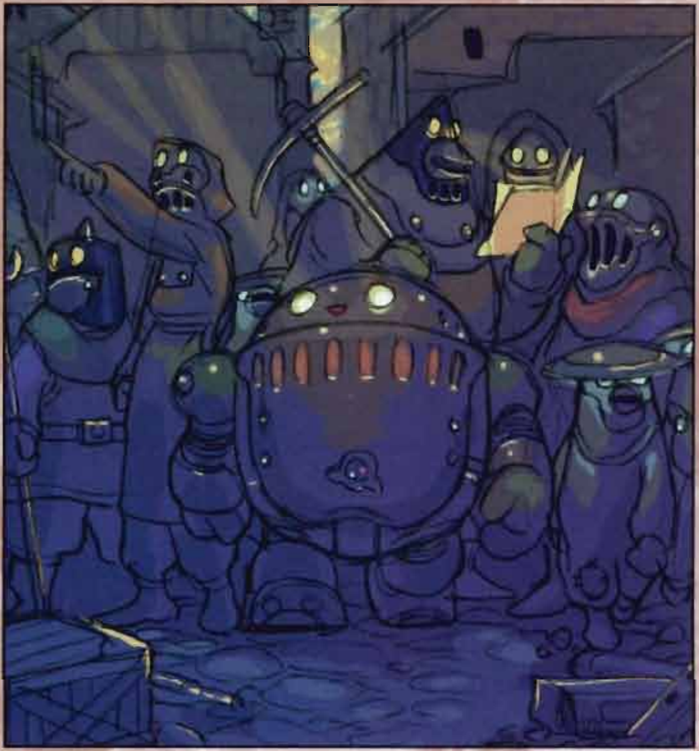
Using the Camera Angle

A key to exploring every facet of this game is using its camera to the fullest. Rotate it by using R1 and L1. Some screen's angles can't change; look in the top left compass icon to determine which screen angles are available. Also, use Nina's jumping ability to see into corners and places you otherwise couldn't.

Masters

Spread throughout the world are masters who teach you valuable skills to aid you in your quest. These skills are often powerful and extremely useful, but it can be a long road to gaining them.

Masters also provide statistic bonuses or penalties to all who study under them. Such bonuses or penalties change the amount you gain in each statistic every level. Refer to the Masters section in this book for more information.



Combat Features

Combination Attacks

A unique feature to *Breath of Fire IV* is the combo system in battle. String together a series of attacks that either create a new spell or increase the power of following ones.

Dragon Gems

Scattered around the world are gems that grant Ryu and Fou-Lu the ability to transform into a particular breed of dragon. With the exception of the Serpent and Wyvern, Ryu and Fou-Lu share the gems. Once Ryu can transform into a particular dragon, Fou-Lu can as well.

To transform, use the Meditate skill. This brings up a list of the dragons you can change into. Each dragon takes a particular amount of AP for the transformation, and then an additional AP cost to maintain. This second cost is incurred every turn and is a fraction of the original transformation AP cost.

In dragon form, Ryu and Fou-Lu gain increased statistics as well as special spells and abilities. The exact modification to your statistics varies from dragon to dragon. The spells you can use also vary, and they often follow a specific elemental set: one dragon may have all earth magic, while another may have all fire magic.

At any time you can transform into your human form again by using the Revert Form command.

Dragon Magic

In addition to the gems, Ryu can also obtain special Dragon Magic. Many dragons exist in this world, each located in a different part. Ryu must find and speak with these dragons to learn from them, and to increase his power to challenge Fou-Lu. Each dragon Ryu speaks with gives him a special Breath Magic that summons the power of the dragon. You can only use such attacks once however; you must rest to regain the ability.

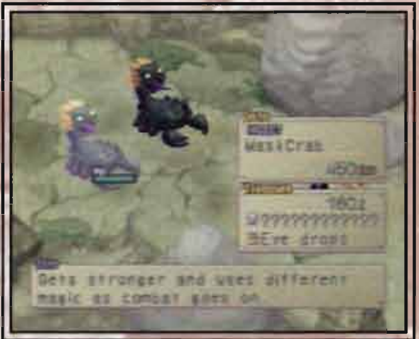
Learning Skills

Many other skills in the game are not necessarily gained through level progression or from masters. These skills are usually learned from enemies. You can learn enemy skills that appear highlighted in blue, and such skills are often hinted at in enemy descriptions.

To learn these skills, use the Guard command. Your chance of learning it depends on the skill. Some have a 100 percent rate, while the chance of learning others can be very low.

Identifying Enemies

During combat, you can look at the statistics of enemies if you have previously vanquished an enemy of that type. Data given includes how much experience and Zenny the monster gives when defeated, as well as possible items it can drop. And while you can't see an exact HP count, you can see the percentage on the green bar beneath the creature. Note that to be able to see what items they drop, you must have previously acquired the item(s) from an enemy.



Gets stronger and uses different magic as combat goes on

Elemental Resistance

Everyone, friend and foe, handles each elemental attack differently. Some are weak against a certain element, while others may be immune to it or even absorb it! In the monster section of this book, numbers are given that indicate a certain level of strength or weakness. The following table shows what these numbers mean and helps explain just how much certain resistance-increasing items can help.

Elemental Resistance Levels

Level	Effect Modifier
0	Takes 200 percent damage
1	Takes 150 percent damage
2	Standard damage
3	Takes 75 percent damage
4	Takes 50 percent damage
5	Takes 25 percent damage
6	Takes no damage
7	Absorbs damage

General Tips

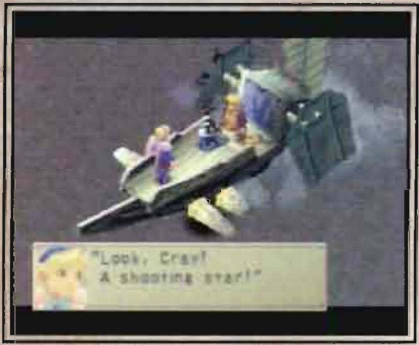
- If you don't mind possible spoilers, read a few pages ahead in this guide to decide your strategy before you reach that difficult situation.
- Keep your level sufficient for the dungeon you are in. Boss battles can be virtually impossible otherwise.
- Always stock up on the best weapons and armor available.
- Investigate dungeons thoroughly, because every item is useful.
- Use the camera angles, and Nina's jump, to see into every nook and cranny.
- Speak to everyone in towns, and elsewhere as well, because they may give important clues.
- Build up the Faerie Village as much as possible! There are items there that can be found nowhere else.
- Give skills to those who can best use them. Super Combo would be wasted on Nina.
- Know your enemies, as most have a weakness you can exploit.
- If your front-rank characters can't take on the current enemy, try using some of your others.
- SAVE OFTEN!

Chapter I: The Awakening

NOTE: The numbers in parentheses refer to locations on the world map at the front of the book.

Disaster in the Desert: Crash Site (1)

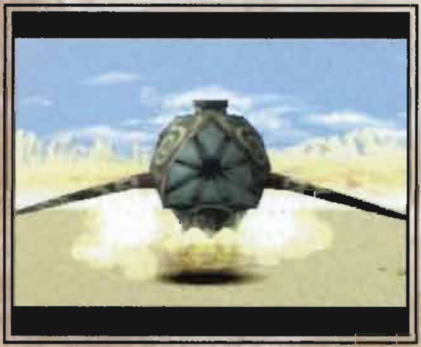
As the game opens, Nina, princess of Wyndia, and her guardian, Cray, speed across the Northern Desert on their way to the distant city of Synesta. There, they hope to find clues to the location of Nina's long-lost sister, Elina. But just as they are within sight of the desert's edge, things go horribly wrong.



"Look, Cray! A shooting star!"

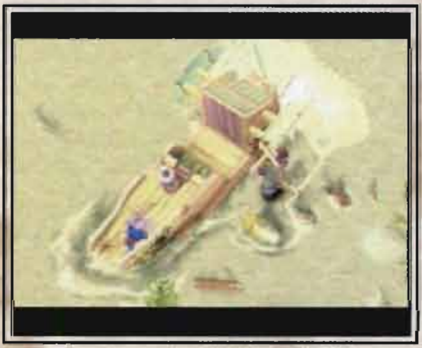
Cray and Nina pilot their tiny sandflier across the rolling dunes of the desert.

Nina and Cray have attracted the attention of a Desert Dragon—and a particularly nasty one at that. Despite their best efforts, their tiny sandflier is rammed by the behemoth, sending it spinning out of control.



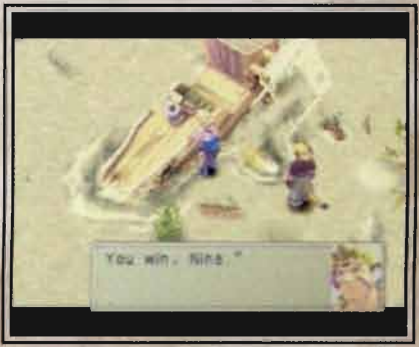
What does an 80-ton Desert Dragon do? Pretty much anything it wants to.

When the dust settles, Nina and Cray have miraculously survived. Unfortunately, their sandflier isn't so lucky. After assessing the damage, Cray concludes that without spare parts, this sandflier will never get off the ground. Luckily, the crash site is within walking distance of a variety of border towns that may have the necessary parts.



The flier has definitely looked better.

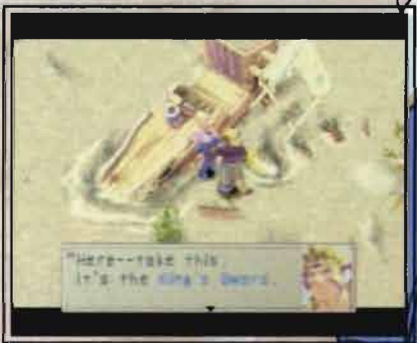
Cray is concerned about leaving the sandflier alone while they travel to the border towns. With all the bandits in the area, they may come back with replacement parts, but find no sandflier to install them in. After a few moments of argument, Cray agrees to allow Nina to go to the nearby border town of Sarai for parts, while he stays at the crash site to guard their flier.



"You win, Nina."

After a few moments' protest, Cray agrees to let Nina go to Sarai.

Cray isn't entirely sure of Nina's ability to handle the dangers of the desert alone, so he offers her the King's Sword for protection. Now properly equipped, Nina makes her way across the Northern Desert in search of the parts they need to complete their journey. Once you have finished your dialogue with Cray, simply direct Nina to any edge of the screen to continue.



"Here--take this. It's the King's Sword."

Cray gives Nina the King's Sword so she can protect herself in case of emergency.

NOTE: Nina begins her journey with a formidable weapon of her own—the Baton. This ranged weapon allows her to fire potent energy balls at would-be attackers.

Baton

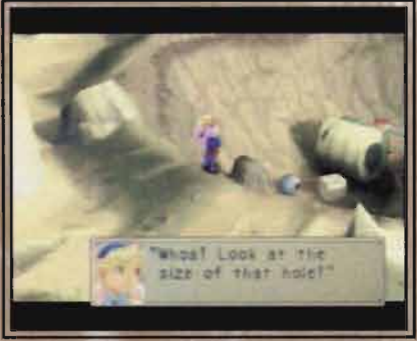
Power: 5
Weight: 1

Special: Ranged Attack. Fires Energy Balls.

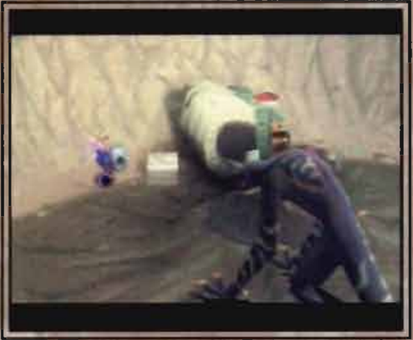
Nina also carries quite a tidy sum of money—500 Zenny. This should be more than enough to start you on your quest.

Crater (2)

As you make your way through the desert toward Sarai, Nina comes across a merchant begging for help. This poor soul has fallen into a giant crater in the ground, along with all of his goods. The frazzled merchant quickly pulls himself from the hole, riding atop a strange purple bird. As the merchant and his mount go speeding off into the distance, Nina moves to inspect the crater's edge—only to fall in herself!

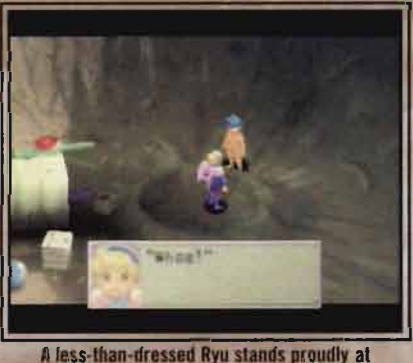

"Whoa! Look at the size of that hole!"

This is slightly more than just a pothole in the road!


Despite being toe-to-toe with a giant winged beast, Nina is surprisingly calm.

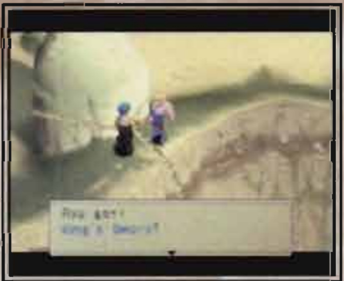
In seconds, Nina realizes she is not alone at the bottom of the pit. A huge dragon-like beast materializes right in front of her. Despite its size and obvious strength, the creature does not attack. Instead, it spreads its powerful wings, lets out a blood-curdling cry, and takes to the air, only to disappear again.

When the huge beast has taken flight, Nina is in for another surprise—a less-than modest Ryu standing beside the merchant's fallen wagon. After a few short but embarrassing moments, Ryu dresses and introduces himself to Nina. Unfortunately, Ryu can't tell her much about who he is or where he is going. Helping each other out of the pit, the pair decides that answers to both of their problems lie to the south, in the desert town of Sarai.


"Whoa!"

A less-than-dressed Ryu stands proudly at the crater's center.

Ryu is also given a fine weapon—the King's Sword. This excellent beginning weapon allows Ryu to inflict considerable damage on his opponents.

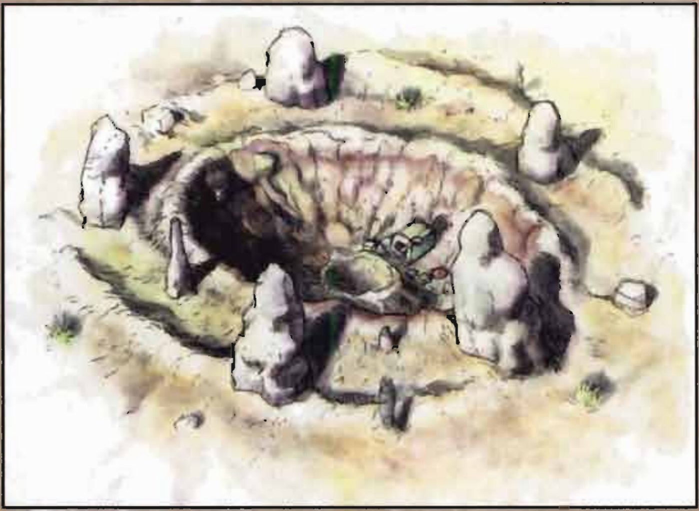

Ryu got! King's Sword!

Nina gives Ryu the King's Sword.

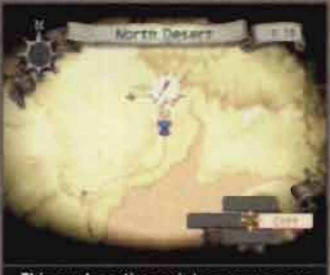
Weapon - King's Sword

Power: 12
Weight: 2

Special: Holy Attack. Has the same effect as Protect.



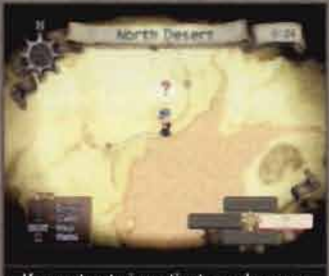
A FISTFUL OF ZENNY



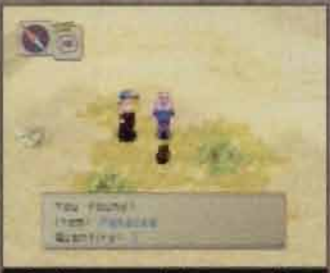
This exclamation point appears over your head whenever you encounter an area of note on the world map.

As you travel along the road to Sarai, you may find an exclamation point or question mark over your character's head. These marks indicate that there is something further to investigate. A question mark means you can explore a small patch of terrain, while an exclamation point indicates that an event vital to the story line has just been encountered.

Searching these areas invariably leads to at least one combat situation. Luckily, the enemies are easily vanquished with a few quick strikes. These early battles are a great way of collecting some quick Zenny as well as a few experience points.

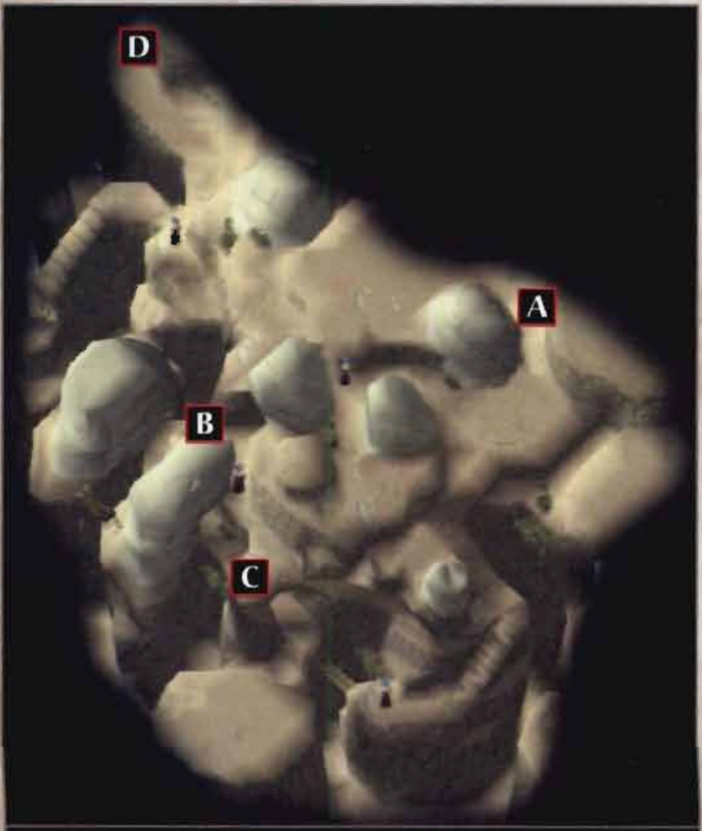


If you stop to investigate such areas, be prepared to face your first combat.


Continue to search the surrounding area—you'll eventually find an item such as Healing Herbs or Baby Frogs.

Exclamation points indicate parts of the story line of ***Breath of Fire IV*** *and must be investigated. On the other hand, you don't actually have to explore any of the areas indicated by a question mark. However, if you skip them, you'll also skip useful items, experience, and a fistful of Zenny.*

The Cliffs (3)



A. Start	C. Ammonia - 1
B. Walkway to Upper Plateau	D. Exit

South Desert

Make your way south toward the cliffs on your way to Sarai.

Traveling farther south, you eventually reach the cliffs that Cray told you about earlier. They are as windy and difficult to follow as they are steep.

This is also the first situation where you have to fight various enemies. Luckily, the most vicious monsters you encounter are the Cap and the Eye Goo—neither of which should be much of a threat. The Eye Goo offers you the possibility of learning a new skill.

When combating this blue blob, put both Ryu and Nina in Guard mode. After six rounds of combat, the Eye Goo uses its one and only skill—Rest. Once learned, this ability allows your characters to restore much-needed hit and Abitity Points while in combat.

Time to kick an Eye Goo's blobby butt.

Once you have learned what the Eye Goo can teach you, send this monster to Eye Goo heaven. Between Ryu and Nina, you should be able to eliminate it within a single round of combat.

Enemy - Eye Goo

HP: 150	Agility: 3
AP: 5	Wisdom: 1
Power: 16	Exp: 8 exp
Defense: 12	Zenny: 6

Special: After six turns it uses the Rest ability.

Enemy - Cap

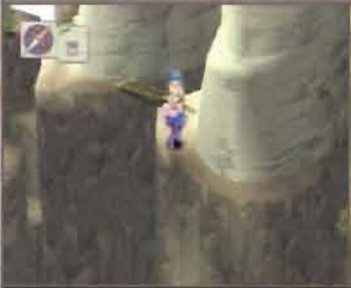
HP: 170	Agility: 9
AP: 13	Wisdom: 1
Power: 18	Exp: 7
Defense: 10	Zenny: 8

MISSION TIP

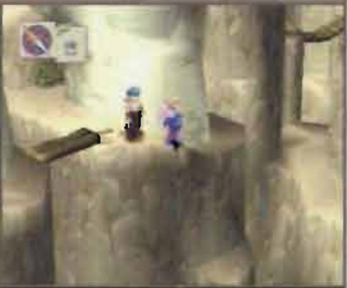
Press ● to use Nina's flying ability to look at the surrounding terrain. This should help you get your bearings among the many trails winding through the cliffs.

MISSION TIP

Don't be afraid to change your viewpoint by pressing the R1 or L1 buttons. Although useful in revealing terrain here, the change in perspective becomes absolutely vital later on.

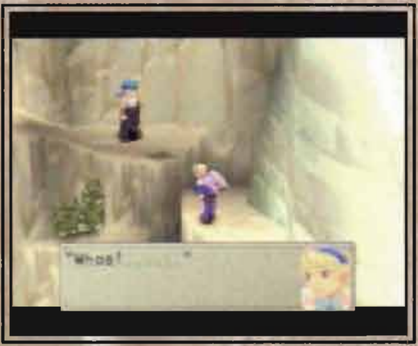


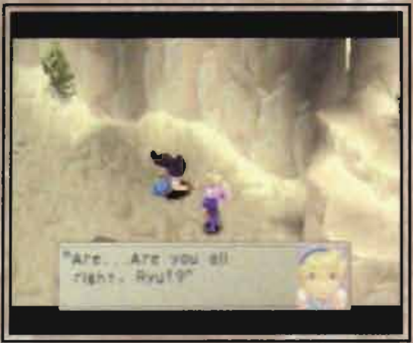
Before the change in perspective...



...and after. Notice how much terrain is revealed by just a little change of view.

You won't get very far before Nina trips over her own toes and falls headfirst down the edge of one of the many cliffs. Ryu, ever the dutiful hero, goes tumbling after. The pair meet at the canyon's bottom, Ryu flat on his face, Nina floating gently to earth with the aid of her outstretched pink wings. Once you regain control, head west, along the canyon wall.

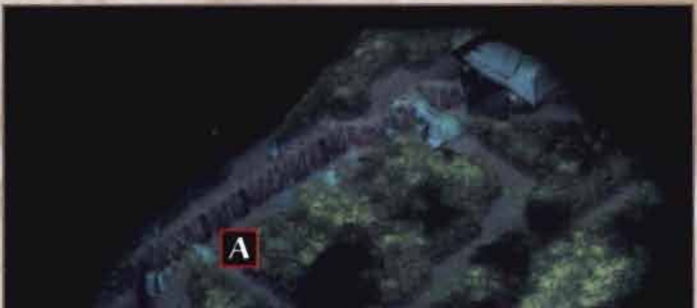

"Whoa!......"


"Are... Are you all right, Ryu!?"

Night has fallen, so perhaps a quick rest within the cozy confines of this cave is a good idea.

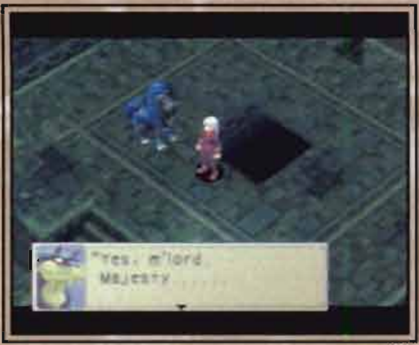
You find a nice, cozy cave nestled into the cliff wall. Head inside to make camp until morning. While Ryu and Nina sleep quietly at the canyon bottom, elsewhere, the night awakens to a blaze of light and rubble....

The Tomb: The Awakening (4)



A. Wisdom Seed - 1

B. Imperial Guards - 2

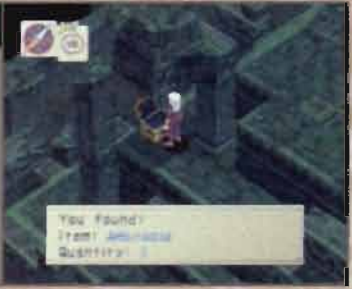

"Yes, m'lord Majesty......"

Far away, in a tomb forgotten ages past, Emperor Fou-Lu has awakened from his long slumber. With his companion and guardian Won-Qu, the emperor steps from his tomb to survey the world of mortals. Instead of the teeming throngs of priests and worshippers he expected to herald his return, only the full moon and cold winds greet the ancient monarch.

The emperor senses a powerful yet still slumbering force beyond the confines of his tomb. Suspecting something is amiss, Fou-Lu orders his loyal companion to guard their resting place and sets out into the night alone.

MISSION TIP

As Fou-Lu, investigate the temple surrounding the emperor's tomb before moving on. You find a chest of Ambrosia near the rear of the main pyramid.

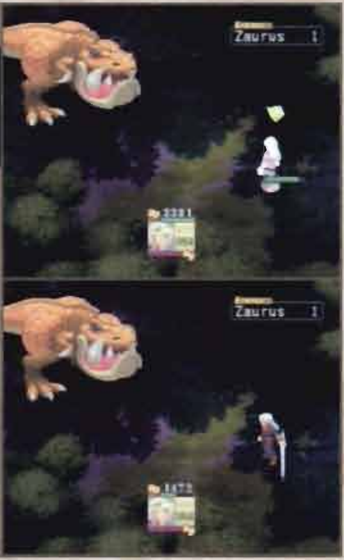

You found:
Item: Ambrosia
Quantity: 1

After investigating the surrounding terrain, head down the main staircase of the pyramid, toward the west. You come to various lesser ruins, including a fallen pillar that blocks your path. Walk up the pillar to higher ground, hopping from the ridgeline to the tops of the few pillars still standing. Continue south, following the path until you have your first encounter with some of the nasty native life.

Enemy - Zaurus

HP: 5,600	Agility: 85
AP: 100	Wisdom: 30
Power: 150	Exp: 2,000
Defense: 80	Zenny: 350

The Zaurus is one of the nastiest critters roaming the hillsides around the temple. This hefty beast may seem intimidating, but Fou-Lu is far from helpless. He's an emperor ***god*** *after all. Simply attack this T-Rex wannabe with Fou-Lu's energy sword to dispatch it quickly. You may take some damage, but probably nothing more than a scratch to his immortal highness.*

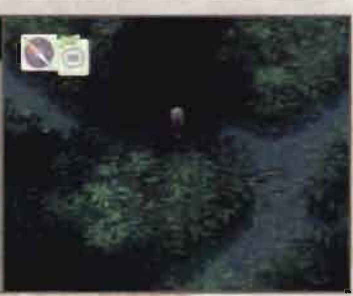


MISSION TIP

Try to keep your exploring to a minimum. The longer you walk, the more likely a Zaurus will attack. Although you make short work of these beasts, sustained battles will eventually wear you down.

MISSION TIP

Head down this darkened path to the north before meeting up with the two guards. You find a Wisdom Fruit that disappears after you've toasted the guards.

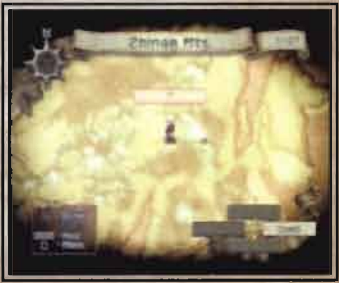


Head down the paths, slaying any stray Zaurus you find. You eventually come across a pair of soon-to-be-unlucky soldiers. Talk with this duo—after a brief interaction, they admit they have been sent to find and slay the legendary Dragon of Doom that was prophesied to appear that night. After making them regret meeting the object of their search, send Fou-Lu to the west, away from the ruins...and the black scorch mark that is all that remains of a pair of belligerent soldiers.

"What... What be ye doing in this place?"

Talk about being in the wrong place at the wrong time.

That's gotta leave a mark.



Head west from the tombs to a new encounter.

West of the Tombs

By morning, Fou-Lu reaches an isolated grove, empty save for the occasional hooting owl or prowling Zaurus. Head west, climbing the winding land ramp until you come face-to-face with your destiny.

Fou-Lu is met by the pudgy—and surprisingly dangerous—Yolm, general of the Imperial Army. After a brief yet respectful dialog, Yolm shows his true colors and true power. Within moments, Fou-Lu must face his first real challenge since awakening.

"I have been expecting you..."

This meeting can mean nothing but trouble.

Enemy - Kham

HP: 15,000	Agility: 200
AP: 1,000	Wisdom: 220
Power: 360	Exp: 16,000
Defense: 230	Zenny: 0

Special: Mystic Fire, Flaming Fist

Kham is fond of his mystic Flaming Fist, a devastating strike that can cause considerable damage.

Enemy - Kham

Kham is a brute in every sense of the word—and a fiery brute at that. Immediately initiate Fou-Lu's transformation into his hybrid Astral Dragon form by Meditating. This transformation offers him the strength and additional power to defeat the formidable Kham.

Your best defense, as usual, is a good offense. Once you have finished morphing into the Astral Dragon, use Fou-Lu's potent Frost Strike. Under the constant assault of his elemental opposite, Kham will fall in only a few turns.

NOTE *Kham often coughs up an additional Ambrosia. No matter how much damage you have taken during the battle, save it. Taking it now does you no good in the battle to come.*

Although victorious, Fou-Lu is weakened by his confrontation with Kham. Recognizing the danger in this situation, Fou-Lu flees to the north, with Yolm and a large contingent of Imperial Army troops in close pursuit.

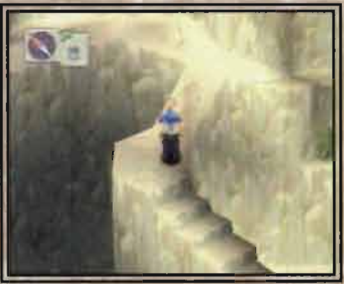
Yolm has his men set the woods ablaze in an effort to further weaken the emperor. Send Fou-Lu west along the path that's clear of flame to reach the safety of the river beyond. Although trees collapse to limit your options, it really doesn't matter which path you take.

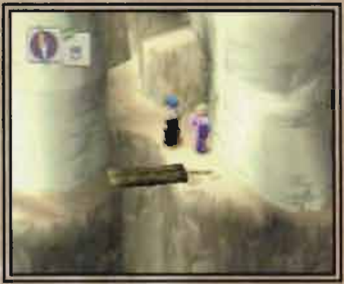
Despite the emperor's best efforts, he has been out-maneuvered by Yolm and his Imperial Army. Trapped on a bridge, with Yolm on one side and Imperial forces on the other, Fou-Lu is out of options. After a painfully brief dialogue, Fou-Lu is horribly burned by one of Yolm's creations and cast down into the chasm below.

no more than a fish could walketh upon the firmament."

Cliffs by the Morning Light (3)

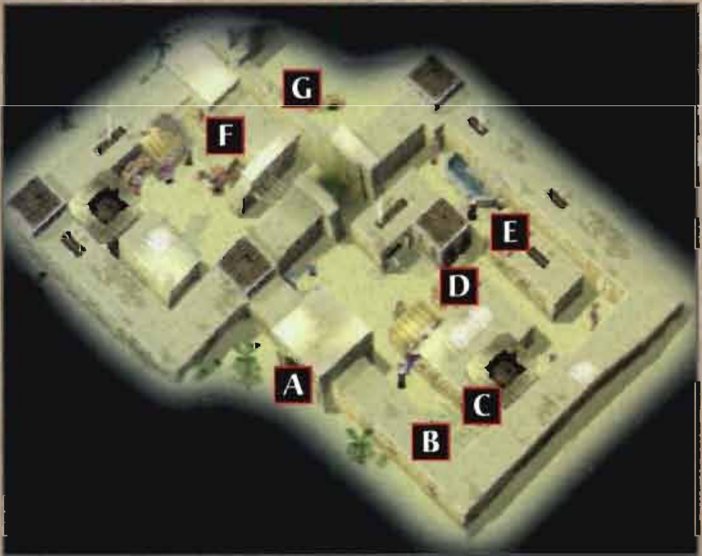
By morning, Ryu and Nina have scaled the sheer rock walls of the canyon, and are back atop the winding trails of the cliff's edge. Once you have control of the duo, head west to leave the cliffs, or double back to the north to find the only item on the map.





Head to this spot along the northern wall of the cliffs to find a land ramp to the ledges above. The ramp can be hard to spot, so use R1 and the directional keys to change your perspective slightly. On the ramp above, you find a single serving of Ammonia. Once you have collected this prize, make your way westward to exit the cliffs.

Sarai (5)



A. Start
B. Inn
C. Information Broker
D. Weapons Shop
E. Items Shop
F. Tavern
G. Black Market Shop

Within a day's walk is the bustling little border town of Sarai. Ryu and Nina search briefly for anything that will jog Ryu's memory. After a short discussion, you are given the choice of staying with Nina or parting ways. Stick with the princess—it saves time later.

MISSION TIP

Slicing the townsperson with Ryu's sword occasionally produces a small reward—4 Zenny or so.

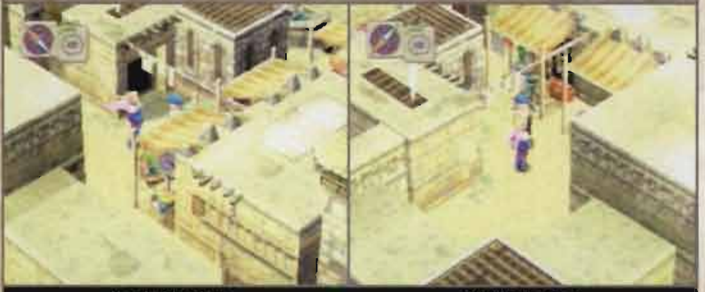
MISSION TIP

Talk to a puppeteer near the front gate of Sarai for some useful tips on exploring, combat, and combo attacks. You need to adjust the viewpoint to bring her into view.

I bet you've got a lot of questions, don't you?

MISSION TIP

Sarai is a densely packed and cramped little town, with more nooks and crannies than an English muffin. Use R1 and L1 to change perspective as you travel through the many winding alleyways. Hold down either R1 or L1 and use the directional keys to slowly scroll around hard-to-see areas.


Northside view **Southside view**

Drop by the Weapon Shop near the main gate to Sarai. Pick up the Sage's Staff, a potent weapon for Nina. Pick up Leather Armor and any other equipment you can afford, saving at least 200 Zenny for later.

Tavern

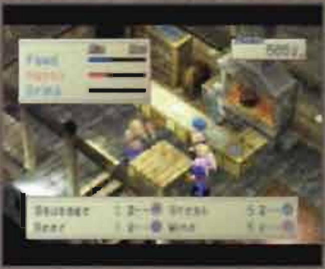
Head to the Tavern at the northeastern end of town. Talk to all of the bar patrons one by one, collecting as much information as you can about the town, Imperial troops, and the war. Once you have pumped everyone else for information, go to the hungry patron sitting at the bar. You have to interact with him twice before he makes it clear that he might be able to help you—for a price.

Buy the old man something to eat and drink. When he's had his fill, he tells you of an information broker on the other side of town who may be able to help you locate the Sandflier Parts you seek.

KEEPING THE PATRONS HAPPY

The old man at the bar provides you with some useful information—if you can keep him happy. Make the bar patron happy by giving him food and drink. You have to strike a balance—keep him happy enough to tell you what you want to know without filling the old fella up.

When you buy something for him to drink, both his Food and Happy parameters go up. Likewise, when you buy him a drink, his Drink and Happy parameters go up. Make sure that his Happy gauge fills before either his Food or Drink gauges do, or all you'll get for your trouble will be a thank you and a firm handshake.



Vary what you give him, switching between different foods, as well as between food and drink. Also, be quick about ordering for him. If you wait too long between entrees or beverages, his Happy rating starts to slide quickly. Try just using the 5 Zenny items. A good pattern to follow would be Wine, Wine, Steak, Wine, Wine, Steak, Steak.

Food
Happy
Drink

Once the bar patron has had his fill, he happily tells you about the information broker near the front of the Inn. You're also given a Panacea as your reward for feeding a hungry old man.

Before leaving the Tavern, look for for a shady-looking frog character hanging about. He will offer to sell you a treasure. Buy it. The Lead Ball will come in handy later.

Information Broker

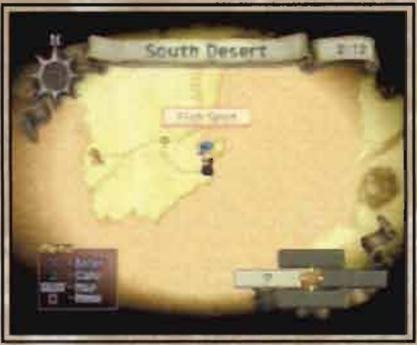
The information broker hangs out near the door to the Inn. This enigmatic fellow can offer you clues on where to find the parts you need, as long as you pay a proper fee. He won't divulge the information you seek for any less than 123 Zenny.

He informs you that a black-market dealer hidden behind the Tavern may have Sandflier Parts. But you need a password to get by the Tavern owner. The broker suggests you find a traveling merchant on the highway outside of town who might share the password with you.

Armed with your expensive information, head out the main gates of Sarai, and make your way east along the main road.

Along the Highway

Halfway down the highway, you discover a new area to explore—do so. This long chasm-like desert is just chock full of useful little goodies, the first of which is a single quantity of Aurum slightly to the east. If you leave the ravine from the exit to the south, you're granted access to a hidden fishing spot.



Leave the ravine via the southern exit to access a hidden fishing spot.

Enemy - Scorpion

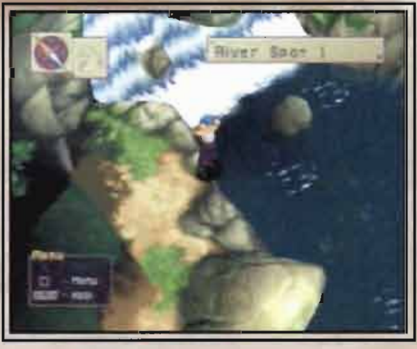
HP: 280
AP: 7
Power: 20
Defense: 17
Agility: 13
Wisdom: 1
Exp: 20
Zenny: 10

Special: Blind

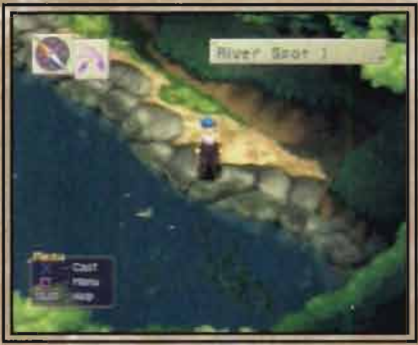
You have to face at least two combat situations on your way through the canyon, including your first encounter with a Scorpion. These nasty buggers can cause considerable damage, but worse, they can blind you. When blind, your character has a hard time hitting enemies. Use one of the Antidotes you were given to remedy the effects.

Fishing Spot

This is your first shot at fishing—so make the best of it. You should have picked up a wooden rod and a few lures while in Sarai in order to take advantage of this secret fishing hole.



One of the best places to cast your lure is near the waterfall. Aim for those areas where the surface of the pond ripples with the force of falling water. Be careful of the rocks—if your line gets caught on the on their sharp edges, you'll lose the fish and your lure!



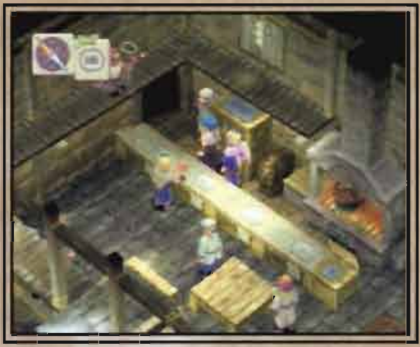
Also, cast your lure to the south end of the pond. Cross the pond via the plank bridge and cast from the east shore. Aim for those areas rich in vegetation and hovering flies—fish love to hide in these little nooks and crannies.

Oasis in the Desert

Continue to work your way back and forth along the highway between the cliffs and Sarai, exploring every area you find. In short order, you come across an Oasis, which is different from other desert landscapes you have encountered. Standing at the Oasis is the traveling merchant you have been searching for. Talk to him to retrieve the password.

Return to Sarai (5)

Now that you have the password, return to Sarai, speeding back to the Tavern at the northeastern corner of town. Move behind the bar to engage the bartender in conversation. When he learns that you know the password, he allows you access to a doorway to the rear of the Tavern.

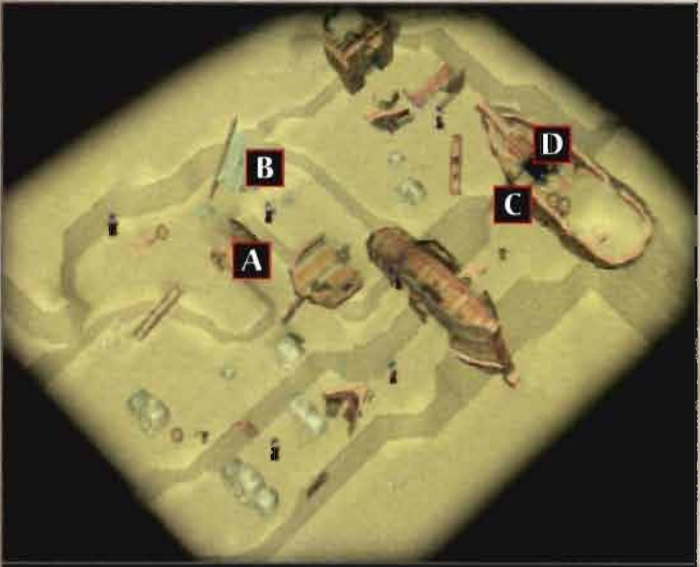


Atop a rickety set of stairs, you find the black-market merchant. He tells you to head to a place called Sandflier Valley to find the parts you need. If you bring back some useable material, he can fashion the finished parts.

"See, sandfliers were originally designed as war machines

After the dialogue, turn to the row of cabinets on the southern wall. A single serving of Power Food is hidden there. If you have any money left after paying for information and new weapons, stock up on Healing Herbs and Croc Tears at the supply store near the main gate. You'll need them.

Sandflier Valley (7)



A. 200 Zenny
B. Croc Tears - 8
C. Winch Elevator
D. Brass Helm

Enemy - Mage Goo

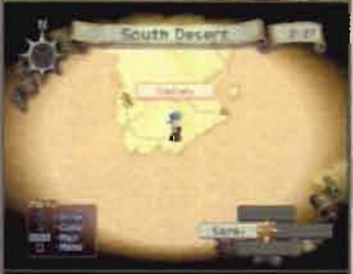
HP: 200	Agility: 8
AP: 10	Wisdom: 2
Power: 19	Exp: 12
Defense: 15	Zenny: 11

Special: Burn attack

Your first combat upon entering the valley is with a pair of Eye Goos and their big brother, the menacing red Mage Goo. The Mage Goo has a powerful Burn attack that can do considerable damage from a distance.

Place both Ryu and Nina in Guard mode during the first round of combat. The Mage Goo invariably invokes the Burn attack, toasting one of the two. If you're lucky, you'll learn to use the Burn attack yourself. Burn used with Sever produces the potent Firewind combo attack. If Ryu wasn't the one to learn Burn, transfer it to him with the use of an Aurum next time you camp.

Mage Goo 1
Eye Goo 1
Scorpion 1



When you leave Sarai, a new trail to the south is revealed. Follow it to Sandflier Valley.

Eye Goo 1
Mage Goo 1

Mage Goo 1
Eye Goo 1

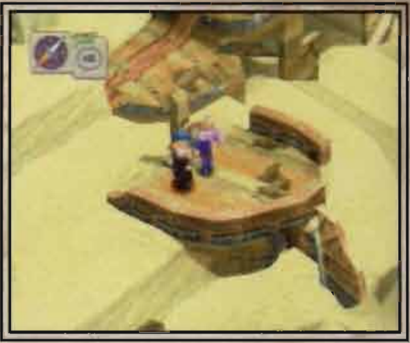
MISSION TIP

Firewind is an area attack spell. You can damage entire groups of enemies simultaneously.

Sandflier Valley is a bleak and foreboding place, with the skeletal remains of ruined sandfliers scattered about. Climb the fallen plank directly to the east to ascend to the sand dunes.

Continue west past a large sail-covered mast to discover a chest filled with eight Croc Tears.

Follow the sand dune east and then south until you come to the deck of a massive, half-buried flier. You find a circular hand attached to a post there: turn it to the right by pressing ●. This moves a massive rudder below and grants you access to new areas on the map.



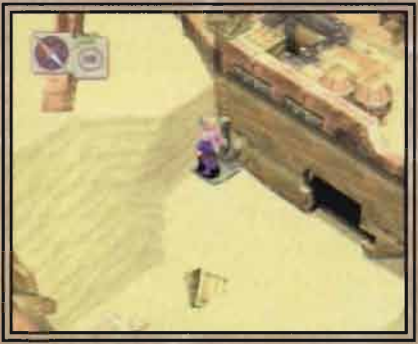
Speed down to the sand dunes to collect the 200 Zenny in a chest below. Once you have safely tucked away the cash, return to the handle on the flier deck, and turn it twice to the left. This allows you access to the rest of the map. Continue east, then south down a wooden plank in the belly of an upturned flier hull to reach a lower stretch of sand dune.

You come to a large grounded hulk to the east, with a hole in its side. Enter the fallen vessel and move to a rusted-out winch to the immediate north. This activates a makeshift elevator outside the ship.

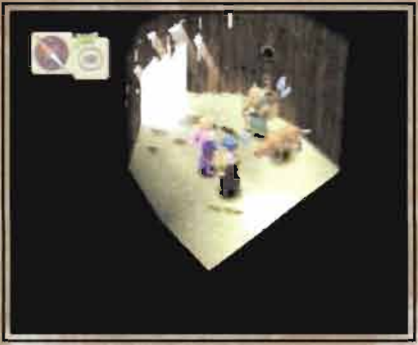
MISSION TIP

Climb a ladder at the bow of the ship to find a Brass Helm in a chest.

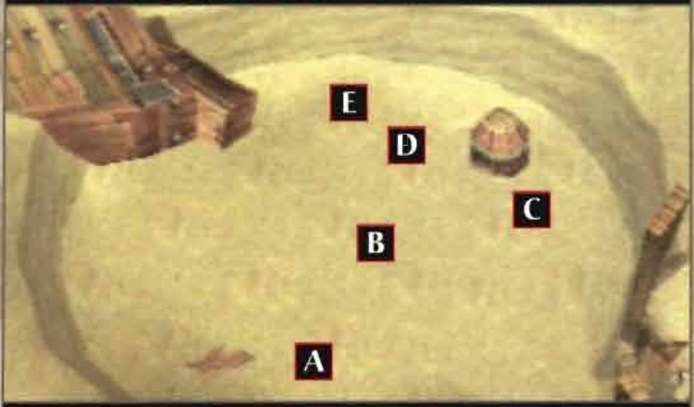
Leave the ship and climb aboard the winch elevator. It lifts you to a higher dune. Then continue north through a few more pieces of wrecked sandflier to find an entrance to a small chamber.



Here you find a spindly old man and his dog. He leads you to a mammoth sand pit out back, where the parts you seek are buried. The old fellow will gladly lend you a shovel to dig, and his dog to find the parts for you—for the modest sum of 25 Zenny each. Accept his offer of both the dog and the shovel, then head out back.



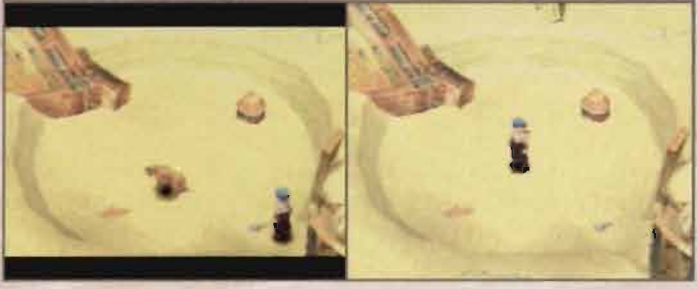
DIGGIN' FOR PARTS



A. Sage's Staff
B. Ship Parts
C. Flat Top
D. Glass Shard
E. Iron Scraps

Go out back to the digging pit and the old man's loyal dog goes to work for his 25 Zenny. The dog sniffs around the pit, stopping periodically to bark. Note these spots. Each one contains either Iron Scraps or Sandflier Parts.

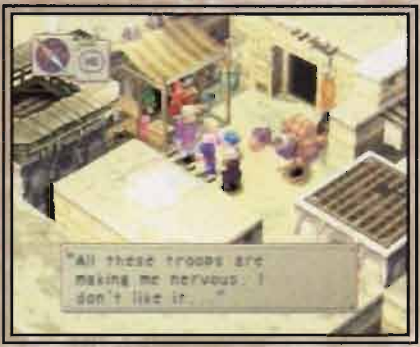
Go to those spots the dog indicated. Press ● to dig out whatever might be buried. If you use the map we have provided, you can excavate the Sandflier Parts with only a single shovel. Otherwise, you need to go back to the old man and borrow another shovel for an additional 25 Zenny.



Once you have the parts, make your way back to the entrance of the valley and return to Sarai.

Flight from Sarai (5)

Upon returning to Sarai, you notice that the mood of the town has changed dramatically. Anyone you talk to speaks of being nervous about the Imperial troops that have arrived while you were off collecting parts in Sandflier Valley.



"All these troops are making me nervous. I don't like it..."

Go to the supply merchant and stock up on Healing Herbs and other supplies before returning to see the black-market dealer at the rear of the Tavern. Make sure both characters are at maximum health—even consider resting at the Inn to restore all of your Ability Points before proceeding.

Tavern

Upon returning to the Tavern, you find that something is terribly wrong. Imperial troops fill the building, and their commander demands information about apparent "dragon" sightings. When things start to get rough, Nina jumps down to protect the same merchant who recently gave you the password to the black market. Once the enemy commander recognizes who Nina is, a nasty fight looms.

Enemy - Joh

HP: 1,200	**Agility: 13**
AP: 30	**Wisdom: 10**
Power: 25	**Exp: 100**
Defense: 13	**Zenny: 0**

Special: Flail, Burn

Joh is a powerful warrior spirit, with potent fire abilities in addition to a devastating physical attack. Expect to be nailed with frequent Burn attacks doing 50–70 points of damage a piece. Use Healing Herbs as necessary to keep your health up.

Fortunately for Nina, Joh is extremely vulnerable to wind attacks, Sever in particular. Each time Nina uses her Sever attack, you can expect to do 250–300 points of damage. You need only hit him with four or five wind attacks before Joh returns to the world of spirits.

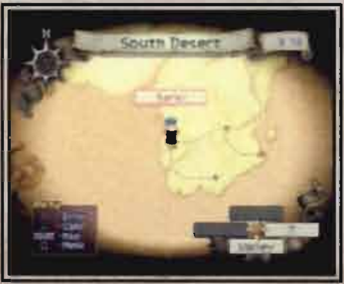
"Ho... What's this?

After a fierce battle, the Imperial commander moves to capture Nina with the help of his men. Ryu jumps in to protect Nina, giving the enemy commander a brutal slash across the face for his trouble.

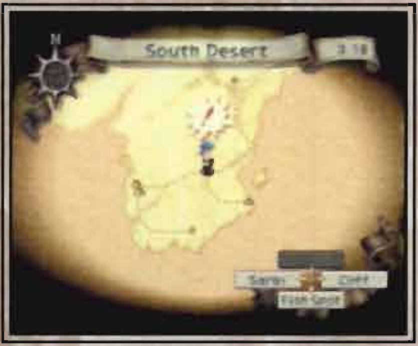
Unfortunately, the blow breaks the King's Sword in two, sending a piece of the shattered weapon flying across the room.

NOTE: The effectiveness of the King's Sword—now known as the Broken Ludian Royal Sword—is now reduced dramatically. As soon as you can, find Ryu another weapon.

Only seconds ahead of Imperial troops, Nina and Ryu flee the Tavern, and the city.



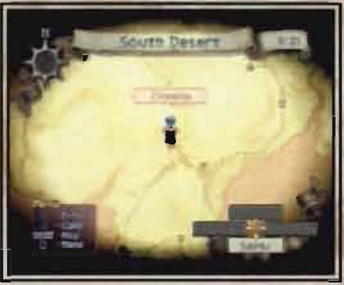
Crossroads (8)



Head east along the highway, until you come to the crossroads where you first discovered the fishing spot. You find Imperial troops here too, cutting off your escape.

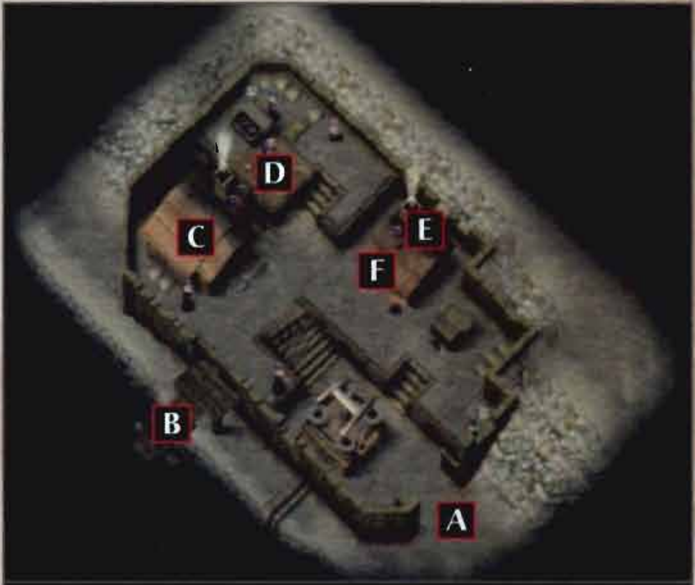
Just when all hope seems lost, the merchant that Nina defended arrives to help. He tells you how to escape the upcoming Imperial ambush by going through the distant town of Chamba.

"Hey! You there!"



When you return to the world map, a new road going north out of Sarai is revealed to you. Take this secret route to escape your pursuers.

Chamba (9)



A. Start
B. To North Chamba
C. Purifier Barracks
D. Armorer
E. Inn & Merchant
F. Panacea - 2 (inside Inn)

MISSION TIP

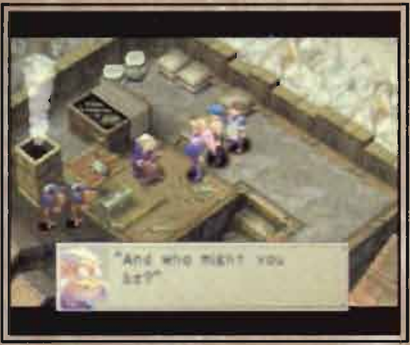
Now would be a good time to save your game at the local Inn. The way through Chamba is long and difficult, with few opportunities to save.

Diary
Never mind
"If you want to sleep, I can let you use one of these beds."

Although reputed to be a bustling metropolis, Chamba looks more like an outpost. A few scattered buildings are all that make up this ghost town. Talk with the armorer in the northeastern part of the settlement to learn more about the Hex that has plagued the majority of Chamba.

MISSION TIP

Head into the Machine Room near the main gate to find a pair of Life Sandals.


"And who might you be?"

The conversation with the armorer initiates the return of a band of workers known as Purifiers. According to the armorer, these Purifiers can provide you with information on how to get through the Hex-darkened parts of the city.

Visit the Purifiers' barracks, on the northern side of the city. Talk to the figure preparing dinner for the hungry men. This man is Tahb, leader of the Purifiers. Tahb offers to talk to you after feeding his men. Agree to wait—Tahb has a lot of useful information.

The leader of the Purifiers warns you that there is no way to traverse the polluted portions of Chamba without special armor. Tahb suggests that you find a guide among his men to lead you through those areas of the city that are less corrupted and less dangerous.

"Well now! We don't get many visitors here"

There's a lot of negative energy bound up in that mist

Go out into the town and talk to every person you can. Try as you may, no one agrees to be your guide. Once you have talked with every person in the town, return to speak with Tahb. He's waiting beside the Purifier barracks with a smug look on his face.

I don't think I'd want to take anyone else in there..."

As Tahb tells you yet again how impassable Chamba is without the proper protection, the gates protecting the small settlement begin to rock violently. With a grand and surprising entrance, the mysterious Ershin appears. This armor-clad Purifier looks more like a walking trash can than a skilled worker. For reasons even Ershin doesn't fully understand, she agrees to lead you safely through Chamba. After twisting Tahb's arm for a few moments, Ershin joins your party.

I don't think I'd want to take anyone else in there..."

Ally - Ershin

HP: 313
AP: 5
Power: 27
Defense: 29
Agility: 0
Wisdom: 5
Level: 3

"I have returned, Boss."

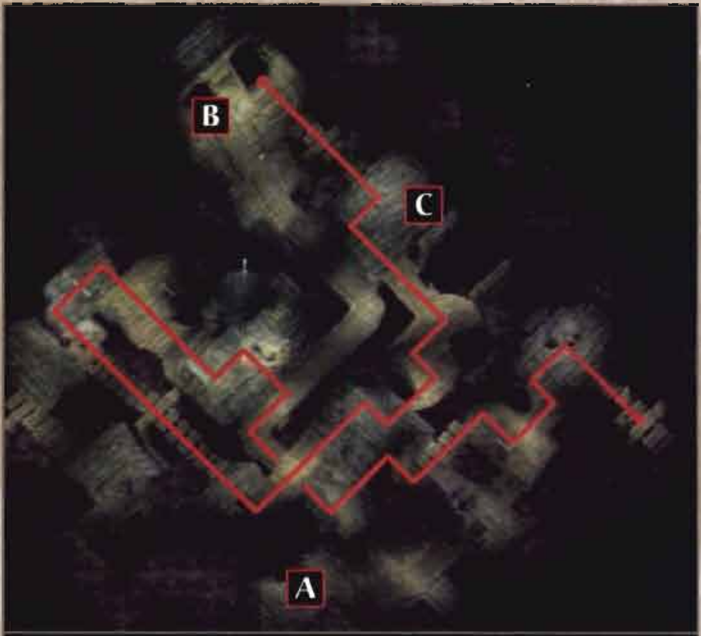
This squat little trash can of a companion will be very helpful. In addition to being a powerful fighter, she is also surprisingly insightful. She seems to know more than she should be able to, and she understands situations no one else can.

In combat, Ershin utilizes powerful gloves to fire projectile attacks. With her Red Cape, Ershin can launch potent counterattacks, returning fire whenever targeted by enemies. Finally, Ershin wears the same ultra-durable armor as all Purifiers, allowing her to shrug off terrific amounts of damage with barely a scratch.

MISSION TIP

Stock up on Antidotes before venturing into the Hex. Gassers use deadly Chlorine attacks that only an Antidote can counteract.

North Chamba (10)



A. Healing Herbs - 3
B. Waist Cloth - 1
C. 300 Zenny Chest

MISSION TIP

Use Nina's flying ability to navigate the winding catwalks and rooftops of Hex-torn Chamba. It is very easy to get lost.

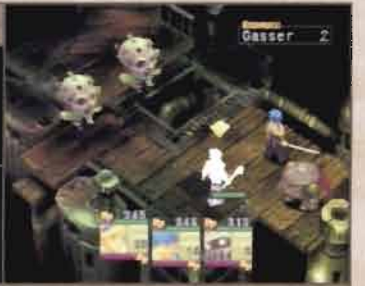
Creatures of the Hex

Enemy - Gassers

HP: 350
AP: 20
Power: 32
Defense: 14

Agility: 12
Wisdom: 5
Exp: 18
Zenny: 13

Special: Gassers require a turn to coat their bodies in poison. Chlorine attack.



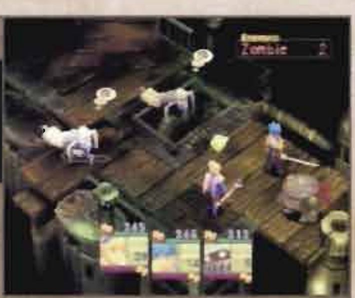
Gassers should be your first target in any melee. It takes a turn for them to fully coat their bodies in deadly poison, so eliminate them early before they have a chance to attack. They are especially vulnerable to Firewind attacks, as well as direct physical assault. Have Ryu and Nina toast them with their magical combo attack, then let Ershin target whatever is left.

If you are hit with a Gasser's potent Chorine attack, use an Antidote as quickly as possible. The deadly effects of this attack continue to afflict you until cured–even into your next combat.

Enemy - Zombies

HP: 650
AP: 0
Power: 29
Defense: 1

Agility: 8
Wisdom: 1
Exp: 17
Zenny: 20



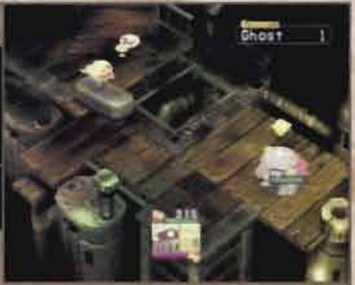
Zombies are easy to deal with–simply forgo magical attacks, which they are resistant to, and batter them with direct physical assault. Although they cause considerable damage, they are best left until more dangerous threats are dealt with.

Enemy - Ghosts

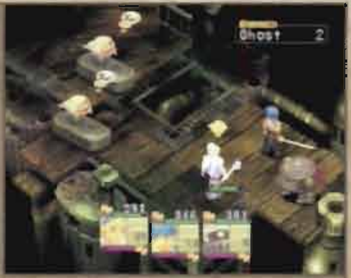
HP: 230
AP: 12
Power: 30
Defense: 20

Agility: 8
Wisdom: 10
Exp: 20
Zenny: 50

Special: Ghosts begin combat asleep. Frost attack.



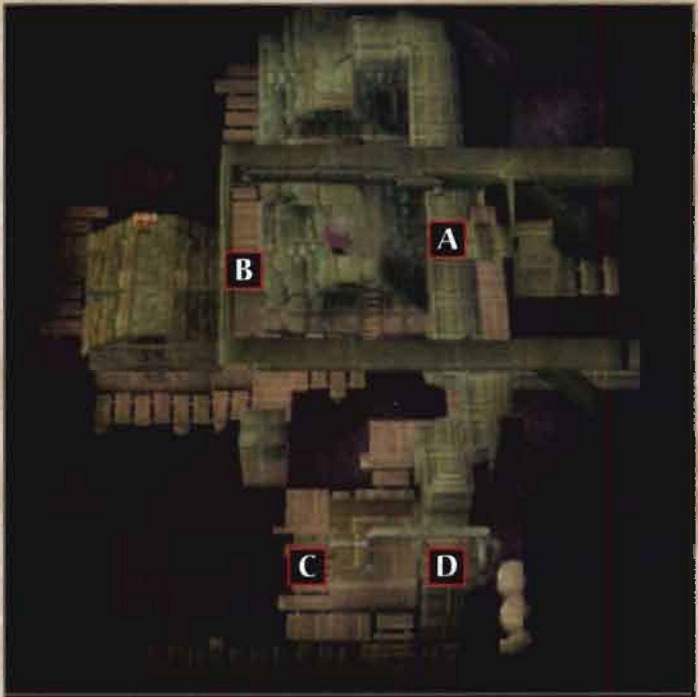
The trick with Ghosts is to either hit them hard and fast, or just walk away. Ghosts begin any melee combat sound asleep, allowing you to quietly escape if you want. When facing a Ghost in a group of other creatures, attack the Ghost last, allowing it to sleep until you are ready to eliminate it.



If you decide to engage a group of Ghosts directly, attack without pause. You get two turns free from counterattack as the ghosts awake from their slumber. Hit them hard with a combination of physical and magical attacks. Ghosts are rather fragile and easy to hit, allowing you to eliminate at least one every turn of melee combat.

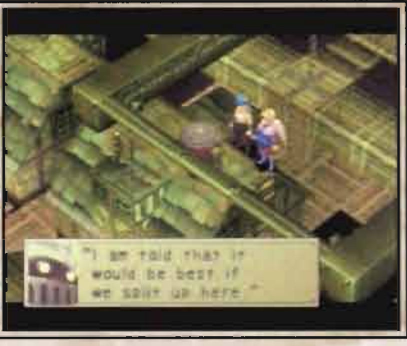
If you don't dispatch Ghosts quickly, you will face the full and daunting force of their Frost attack. These devastating attacks can do 150–200 points of damage in a single blow!

Charting the Course



A. Crate
B. Crate
C. Valve Switch
D. Valve Switch

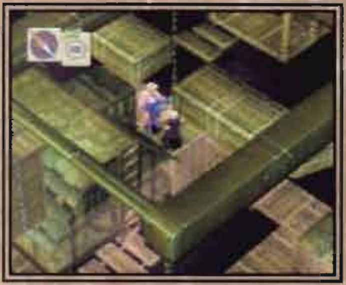
Once you have successfully navigated the winding ways of outer Chamba, you have new challenges deeper within the city. You face the mists that Tahb warned you of—absolutely impassable for anyone without a Purifier's heavy protective armor. The party has to split up to pass this difficult section. Ershin descends into the mists and Ryu and Nina remain above it.



"I am told that it would be best if we split up here."

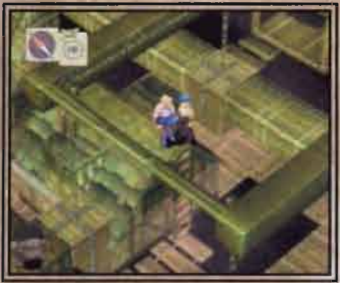
***NOTE:** You can only traverse this section by splitting up the party. Hit SELECT to switch back and forth between Ershin and Ryu and Nina.*

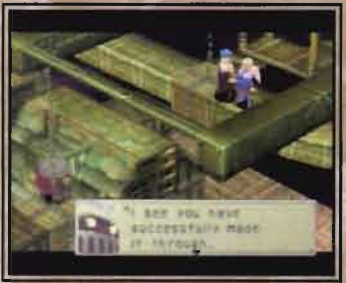
Begin by sending Ryu and Nina to the same box that you triggered upon entering this section of Chamba. They can reach it by jumping to the rooftop of the house to the north, then following the catwalk. The crate is marked "A" on the city map. This activates a pulley, lowering the crate they are standing on and raising another nearby.



Now send Ershin down the ladder to the immediate south into the deadly Hex mists. The way should now be clear for Ershin to go to the crate marked "B" on the city map. This crate is still in the air when Ershin arrives.

Once Ershin is near the crate, move Ryu and Nina off crate "A" and back onto the roof where they began. This raises crate "A" and lowers crate "B," allowing Ershin to climb on top.

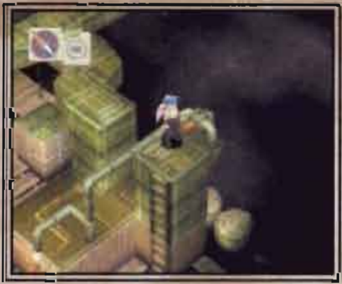




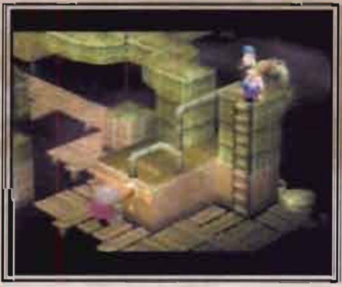
With Ershin standing on crate "B," send Ryu and Nina back across the roof to the north and along the catwalk. This time, when they reach the pulley crate, Ershin's weight keeps it from moving. They can now safely cross.

MISSION TIP

Quickly follow the path to the east. Immediately after crossing the pulley crate, open a chest that contains a Waist Cloth.



Continue south, hopping from one catwalk to the next. You quickly reach a raised platform with a large circular valve. Wait here.



Now send Ershin along the walkways below to reach another valve to the south. When Ershin, Ryu, and Nina are standing beside both valves, hit ● to activate the final sequence. After a few moments of dialogue, the valves turn, and the mist slowly falls away. The party rejoins, and they quickly make their way west.

Into the Darkness

MISSION TIP

Make sure everyone is at full health, with all effects of poison cleansed from them. You need to be in top shape for the battle to come.

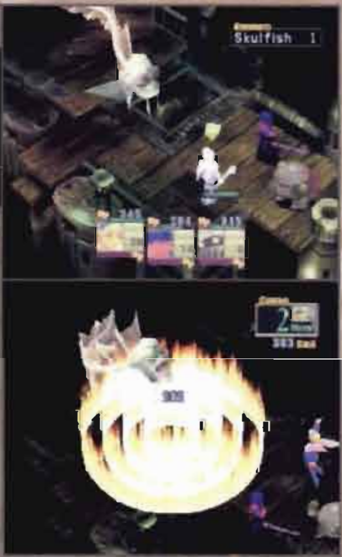
You are very nearly to the city walls and out of the area of Chamba effected by the Hex. Head west then north, following the meandering catwalks and rooftops. As you speed toward freedom, something stirs in the murky waters below. The Hex is growing stronger and has taken a physical form—that of a giant, ravenous fish.

Try as you may, you cannot outrun the Hex's magic. After several near misses, you are finally cornered by the vile Skulfish.

Enemy - Skulfish

HP: 2,400
AP: 350
Power: 32
Defense: 18
Agility: 13
Wisdom: 30
Exp: 429
Zenny: 291

Special: Venom Breath



The Skulfish is a formidable opponent, with various potent and deadly attacks. The Skulfish's Venom Breath is especially dangerous, able to poison your entire party in a single round. When attacking directly, the Skulfish can do 80–180 points of damage per strike, depending on who is being targeted.

Your best attack against the Skulfish is frequent use of Firewind. Have Ryu lead with a Burn attack, followed by a Sever from Nina. Have Ershin offer support fire or use Healing Herbs on the most seriously injured characters. Don't worry about treating the effects of Venom Breath with Antidote. Concentrate instead on keeping all of your characters at 170 HP or above. The Skulfish tends to focus its attacks on the most injured characters.

If you can keep your health up and continue to chip away at the Skulfish using Firewind attack, this battle should be over within five turns.

With the Skulfish defeated—at least for the time being—send the party west to a nearby ladder. From here they can scale the city walls and pass through Chamba.

Ershin decides that as a reward for her service, she should be allowed to accompany Ryu on his journey. The trio heads northward, toward Cray and the sandflier crash site.

Crash Site (8)

After trial, tribulation, and attacks from giant fish, Nina and her friends have finally made their way to the sandflier crash site. Waiting nearby is a less-than-patient Cray. After sharing their many adventures with Cray, the group falls off to sleep around their campfire, weary from such a long journey. As they slumber, all four share a strangely prophetic dream.

Ally - Cray

HP: 460
AP: 16
Power: 40
Defense: 31

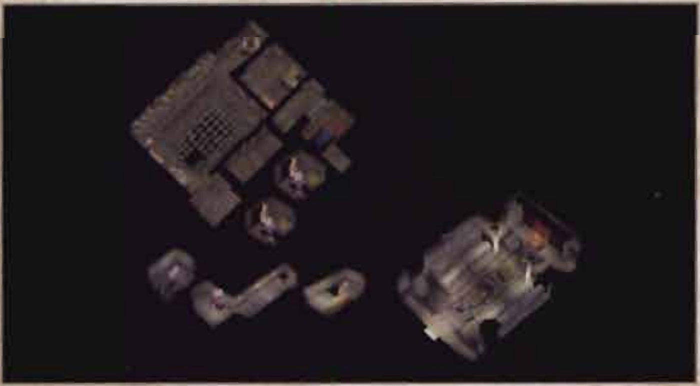
Agility: 5
Wisdom: 9
Level: 7

Directional buttons: move characters.
Cray
Free
Waistcloth
Brass Helm

Cray is a powerful warrior, capable of inflicting terrible damage to his enemies. As Nina's guardian, he will battle relentlessly to protect her, along with any other member of the party.

In addition to Cray's formidable physical prowess, the Woren can also utilize effective protective magics. Use Cray as the mainstay of your combat forces, and support vulnerable characters with his protective

Ryu's Dream



NOTE: *While in this dreamscape, your party consists of Ryu, Nina, and Cray. Ershin is uncharacteristically absent.*

Climbing from some underwater passage, the three realize that this is where Nina's sister Elina is being held. Explore the surrounding room, taking note of the caged bedchamber and odd devices scattered about. Make your way to the staircase in the northeastern corner of this floor.

New Encounters

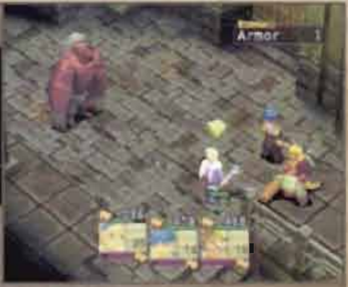
You face new, potent enemies while exploring the many rooms of this mysterious palace.

Enemy - Armor

HP: 580
AP: 36
Power: 30
Defense: 28

Agility: 17
Wisdom: 8
Exp: 80
Zenny: 55

Special: Wild Swing



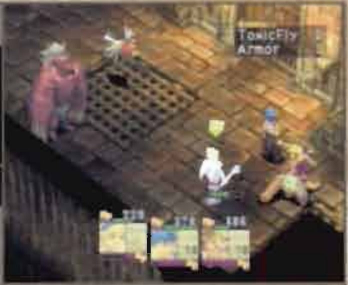
Armors are virtually invulnerable to conventional attacks, protected by tightly wrapped rings of durable armored plates. The trick to defeating an Armor is its ***extreme*** *weakness to wind attacks. A single use of Sever is often enough to crack its thick carapace, allowing Ryu and Cray to finish it off quickly. Be wary of the Armor's Wild Swing. Although it rarely connects, when it does, you can expect terrific damage.*

Enemy - Toxin Flies

HP: 100
AP: 10
Power: 32
Defense: 13

Agility: 18
Wisdom: 4
Exp: 45
Zenny: 15

Special: Chlorine Gas



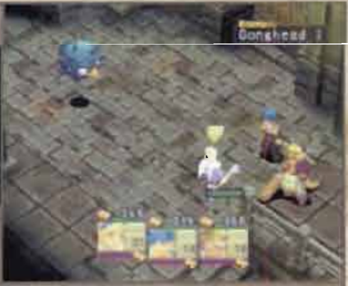
Toxin Flies are a nasty mix of agility and potent attack. They are often so fast that even your best attempts end up as empty swings. Use magic attacks such as Firewind against entire groups of these annoying insects. Keep Antidotes handy to counteract the effects of the Toxin Fly's Chlorine attack.

Enemy - Gonghead

HP: 550
AP: 20
Power: 30
Defense: 36

Agility: 16
Wisdom: 6
Exp: 75
Zenny: 50

Special: Ramming Attack



Gongheads are formidable opponents, resistant to most magic and physical attacks. Your only hope is to simply overpower this foe with a hammering rush of relentless assaults. Be wary of its potent Ramming attack—the Gonghead can inflict up to 250 points of damage in a single strike. Luckily, you won't face more than one of these behemoths at a time while traversing the dreamscape of this grand palace.

Now head north, into a long passageway. Follow that passage west until you reach a short staircase going up. Here you find a small room with a door and cabinets on the northern wall and a staircase going down along the southern. The staircase leads to the caged bedchamber you saw when you first began this vision quest. Go through the door to conclude the dream.

MISSION TIP

Check out the cabinets and side rooms to find hidden caches of Aurum.

The trio now enters a mysterious Royal Chamber. As soon as the characters set foot in this elaborately decorated room, two enigmatic figures enter from a large set of double doors to the east. Cray quickly realizes that the only way for the party to pass through this room unnoticed is to crawl behind a long flowing curtain behind the throne.

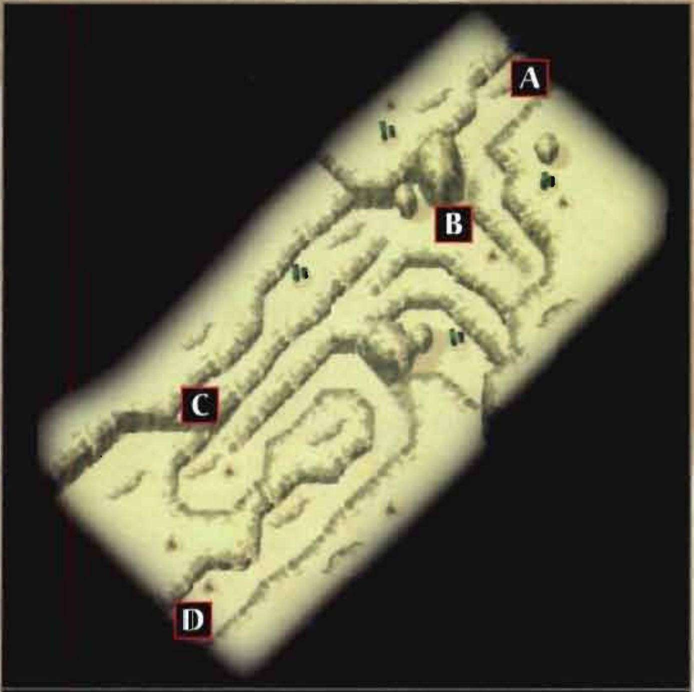
Move slowly behind the curtain and cross the room to complete your journey and awaken from this haunting dream.

Morning in the Desert (1)

***NOTE:** The numbers in parentheses refer to locations on the world map at the front of the book.*

As Ryu continues to sleep, Nina and Cray discuss their dreams–dreams they both shared. Cray quickly realizes that the key to finding Elina is keeping Ryu with them. Add Cray to your party and head south, back to Chamba. From Chamba, you notice a new trail that hugs the coastline—follow it.

Valley of Kurok (12)



A. Start
B. Master Rwolf
C. Deep Diver
D. Exit

As you continue westward along the coast, you come to a strange ravine called Kurok. Be careful here; this small canyon is brimming with enemies and vile creatures. As you follow the twisting turns of the canyon wall, you come across a mysterious stranger standing in the desert.

This enigmatic figure is Rwolf, warrior sage and would-be master for anyone in your party who would learn. He asks you a question about "fools and dullards"—when he asks you if you agree, tell him "yes." Once he knows you are of like mind, he agrees to teach you the useful Haste ability. Further, if you have managed to perform a five-hit combo, he also offers you access to the Eddy spell. To learn this second ability, simply return to Rwolf after you have completed your dialogue.

COMBO ATTACKS

Rwolf teaches you Haste from the very beginning, but you must be able to perform five combo attacks for him to teach the potent Eddy attack. Eddy, when used in conjunction with Burn, produces the devastating Firewind spell, allowing you to inflict damage across a wide area. Further, Eddy has an AP cost of only two, compared to the AP cost of three for Sever.

To perform a five-hit combo, you must combat a relatively large group of enemies. When you face four or more opponents, have Ryu cast a Burn attack, followed immediately by Nina's Sever. The ensuing effects should be more than enough to convince Rwolf that you are worthy of his knowledge about the Eddy attack.

Enemies of the Desert

As you travel through the desert canyons of Kurok and the surrounding countryside, you encounter new and powerful enemies—the most notable being the formidable Flue Goo.

Enemy - Red Caps

HP: 300
Agility: 25
AP: 16
Wisdom: 12
Power: 35
Exp: 42
Defense: 16
Zenny: 25

Special: Command

Red Caps are often in charge of large groups of their lesser brethren. In addition to packing a powerful wallop in combat, the Red Cap can use its Command ability to focus the attacks of its underlings against a single target. Eliminate the Red Cap quickly and early, preferably with area-effect attacks that may take a few Caps with it.

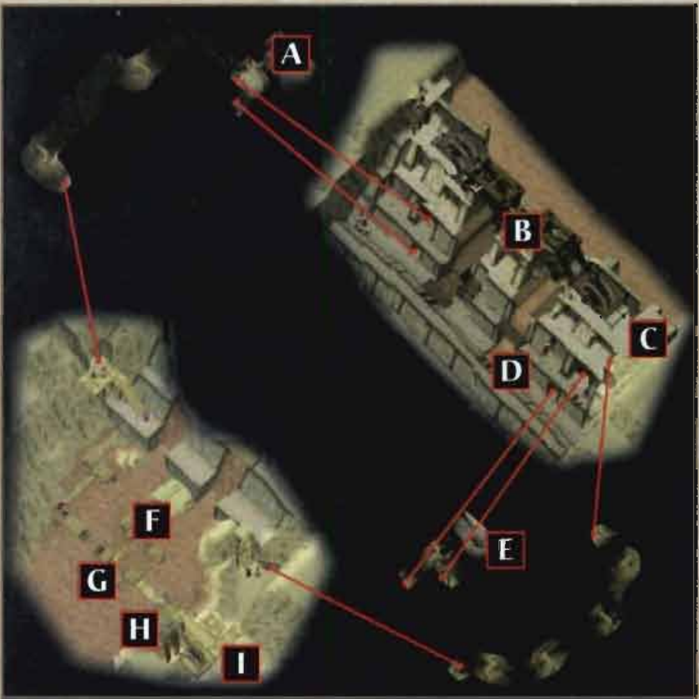
Enemy - Flue Goo

HP: 320 Agility: 13
AP: 5 Wisdom: 1
Power: 38 Exp: 40
Defense: 14 Zenny: 16

Special: Giant Growth

Flue Goos are relatively easy to handle—as long as you handle them early. Unlike most enemies you have faced, Flue Goos can attack every member in your party with a potent Giant Growth attack. Target the Flue Goo first, before most other enemies, and eliminate it before it has a chance to puff up for an assault.

The Dam (13)



- A. Sluice Gate Control Panel 1
- B. Short Sword
- C. Swallow Eye
- D. Vitamin - 2
- E. Sluice Gate Control Panel 2 (Wheel Game)
- F. Mining Leader
- G. Rhoppe
- H. Lift
- I. Exit

Continuing westward along the coast, you eventually reach a mining settlement centered around an absolutely enormous Dam. Miners are dredging massive walls of Aurum-rich mud through the intricate sluice system at the base of the Dam.

Unfortunately, this engineering wonder may be destroyed by a rogue dragon that has been attacking the sluice gates. Your party must find a way across the massive structure before the damage caused by the dragon causes it to collapse.

Creatures of the Dam

There are a few new nasties to deal with while climbing over, under, and through the sluice gates. None are particularly difficult to defeat—if you know the tricks.

Enemy - Army Bats

HP: 8 Agility: 33
AP: 45 Wisdom: 2
Power: 45 Exp: 30
Defense: 14 Zenny: 20

Special: Shadowwalk

Army Bats are extremely easy to handle—you can often obliterate an entire group of them without sustaining any damage. Virtually any hit that connects will annihilate an Army Bat—Ershin alone typically inflicts 750+ points of damage in a single strike. Best of all, Army Bats don't attack on the first turn, giving you all the time you'll ever need.

Enemy - Tadpoles

HP: 580 Agility: 16
AP: 18 Wisdom: 48
Power: 38 Exp: 55
Defense: 21 Zenny: 35

Special: Devour, Snooze

Tadpoles may look cute, but they are just plain nasty. They can inflict ***horrific*** *amounts of damage—up to 250 HP in a single strike. To make matters worse, they are durable and relatively hard to hit.*

A Tadpole's only weakness is a vulnerability to fire. Nail them with Burn or Firewind combination attacks to eliminate them quickly.

Enemy - Pusspools

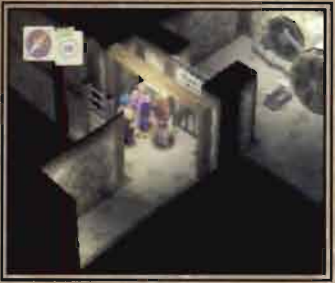
HP: 300 Agility: 10
AP: 9 Wisdom: 4
Power: 32 Exp: 60
Defense: 28 Zenny: 50

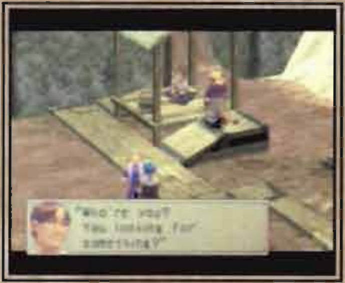
Special: Molasses, Leech

Pusspools are surprisingly simple to defeat, if you know the trick. Simply hit them with a Burn, Firewind, or other fire-based spell to dehydrate them. Once they are dehydrated, their fragile bodies crumble under any heavy assault. The first time you encounter a Pusspool, take a moment to learn its Molasses special ability.

The Dam is virtually deserted when you arrive. Scout about to find the first of a series of ladders that allow you to descend down the face of the Dam. Climb down to the second level, finding another ladder slightly to the west. On this lower third level, you find the entrance to the Dam's interior.

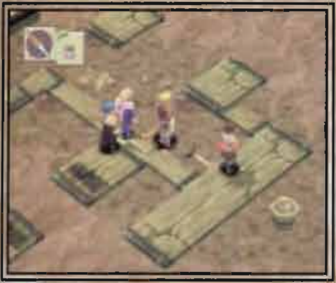
When you climb down into the bowels of the sluice system, you are faced with a pair of passageways, along with a barred gate guarding the sluice gate control panel. Head down the darkened passage to the west to reach the Mud Flats at the base of the Dam. Expect at least one nasty encounter with Pusspools, various Goos, or even a Tadpole or two.



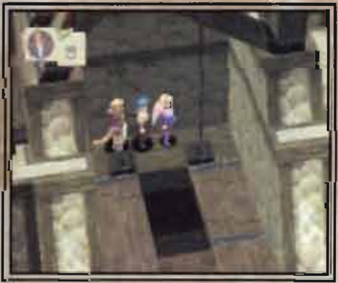


"Who're you? You looking for someone?"

Once you have reached the Mud Flats, engage the miners in conversation. Make a mental note of the odd looking fella with the tube wrapped around his belly. When you reach the last miner, sluicing quietly in the northeast corner of the Flats, he tells you how to cross the open sluice gates above. You need the key to gain access to the sluice gate control room.



And who has the key to reach the sluice gate control panel? You've guessed it, Rhoppe, the oddball miner with the hot-pink inner tube. Engage him in conversation to collect the key, then head back to the locked control room. With the key, you should be able to gain quick access and flip the switch to close the sluice gate.

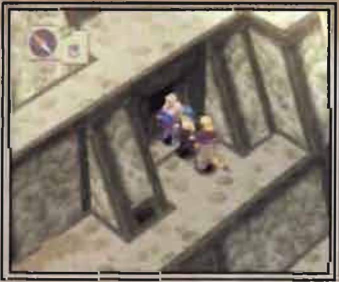


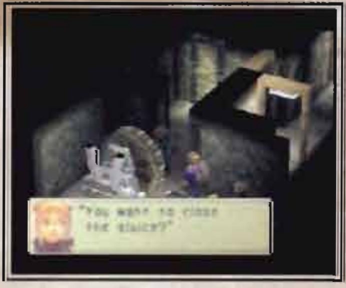
With the sluice gate closed, return to the second level of the Dam, and move along the catwalk to continue into a new area. Look for a wooden tower to the southwest and use it to climb down to the next lower level. From here, you should be able to cross a second mud sluice to the Dam's final section.

MISSION TIP

After crossing the first sluice gate, climb the ladder to the northeast. You find a chest with a shiny new Short Sword, just perfect for Ryu.

Continuing east, you find a doorway that once again allows you access into the innards of the Dam. You again have the choice of two passages—one leads to the second sluice control panel, and the other leads to a lower level of the Dam. Before heading back to the control panel, dart down to the lower level to collect a pair of Vitamins.





"You want to close the sluice?"

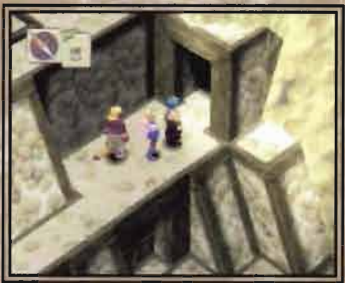
You soon discover that the second gate is quite a bit trickier than the first. Once you've tried unsuccessfully to activate it, one of the miners comes to tell you that the gate is stuck. She requests your help in fixing it. After a few moments of instruction, you are given a chance to jump-start the sluice control machinery.

TURNING THE WHEEL

You need to prime the pumps by spinning the flywheel of the sluice gate by hand. Spin the directional button to turn the wheel. Move in a clockwise pattern until the wheel is spinning quickly. When you see an exclamation point appear over the miner's head, press ● to have Cray flip the switch on the gate mechanism. If you've done it correctly, the machinery activates and the sluice closes.

MISSION TIP

After leaving the second sluice gate control panel, head down the passage to the south. You emerge from the Dam at its base. Head to the west to discover a chest containing a pair of valuable Vitamins.

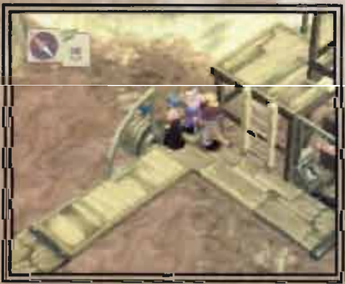


Once the second sluice gate has closed, return to it and cross the catwalks across the final portion of the Dam. Continue eastward to enter a passageway dug into the mountainside. This takes you to the lift you use to exit this area.

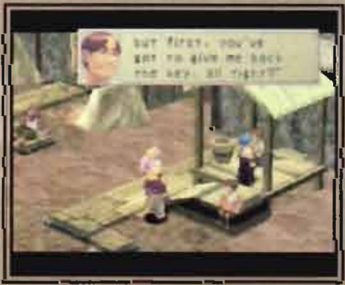
MISSION TIP

When you have crossed the second sluice gate, head up the ladder to the north to find a chest. This chest contains a pair of Swallow Eyes.

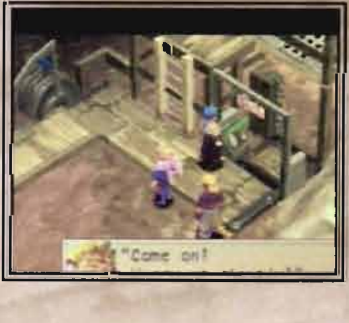
Upon exiting the mountain passage, notice the lookout tower to the west. The guard here is watching for the dragon, to warn the miners of the coming danger. Take the hint and hurry to the lift. Climb down the scaffolding to reach a large blue lever. Pull it to lay a plank across the Mud Flats.



Now approach the leader of the miners, sitting patiently in the northeastern corner of the Mud Flats. He takes the key to the sluice gate control room back from you, then orders your old pal Rhoppe to activate the lift for you. Just as you are about to head back to the lift, the lookout perched high atop the tower begins to ring the warning bell.



"But first, you've got to give me back the key, all right?"

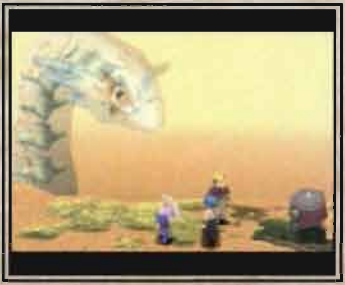


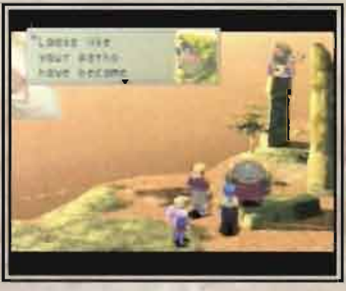
"Come on!"

You are given the crank to operate the lift yourself—everyone else is too busy running for their lives to offer you much help now. Rush to the lift, and attach the crank to the control box by hitting ●. Continue to press ● to lower the lift. Once the lift reaches the ground, your party climbs aboard to continue their journey—about two-tenths of a second ahead of a massive wall of mud!

Mud Cliffs (14)

While following the coastline northward, your party comes across a scene both spectacular and bizarre. As your group stops to gaze at a beautiful seaside sunset, the same dragon that obliterated the sluice Dam you fled from comes up out of the water and hovers patiently near your party.

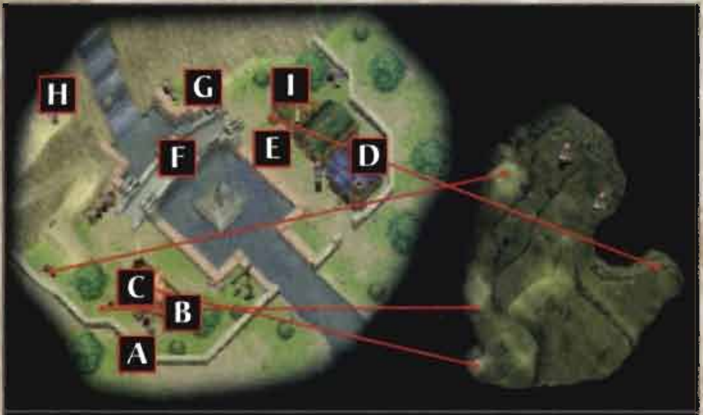




As the party stands in wonder and awe of this enormous beast, a mysterious singer atop a stone column offers cryptic advice and tales of the past. Pay the singer 10 Zenny to hear one of her songs. Pay her another 10 Zenny when she offers you another ballad. Continue to pay 10 Zenny until she finally sings the song of the dragon—the song offers you a hint into the history and secrets of the dragons...and Ryu.

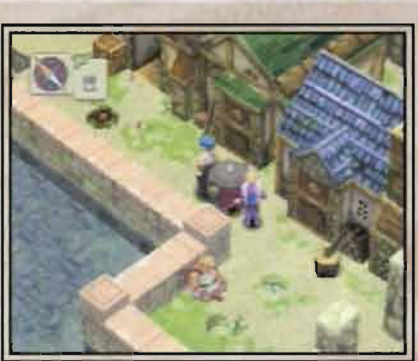
* * *

Kyria (15)



A. Puppeteer
B. Bee Troop
C. Mayor's House
D. Chest Monster
E. Bomb Trap
F. Bear Trap
G. Bear Trap
H. To Synesta
I. Store Room

NOTE: *In Kyria, pits are **everywhere**. They all lead to one place—an underground network of caverns crisscrossing beneath the village. It's worth the effort to climb down the pit and find the variety of treasures.*



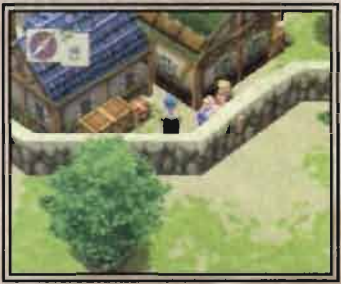
Continue northward to find the odd little town known as Kyria. One of the first things you notice are the odd traps laid about. Pit traps and bear traps with brutal steel teeth litter the ground of this small town as part of the eccentric Mayor's plan to keep the townspeople safe. Avoid these little surprises as much as possible. Although they cause no actual damage, falling prey to the traps costs you time and the respect of the Kyria residents.

MISSION TIP

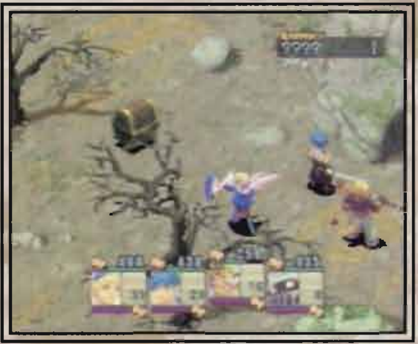
Change the walking order of the party to have Ershin lead the group. Often during the next few villages and encounters, you need her ability in order to destroy crates and barrels to progress in the game.

MISSION TIP

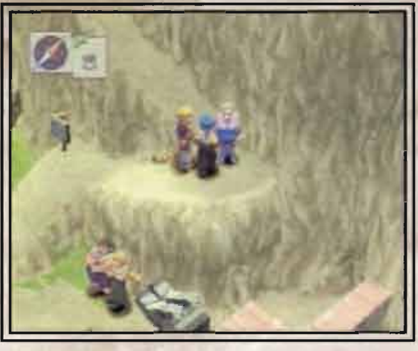
Have Ershin give this tree a head butt three times for a secret stash of Berries. Watch out—if Ershin keeps barking up this tree after getting the Berries, she's likely to get a nasty sting from a poison Caterpillar.



As you explore this village, you come across a chest near the main gate. It's sitting behind a collection of buildings. This chest is actually a nasty monster, masquerading as possible treasure.



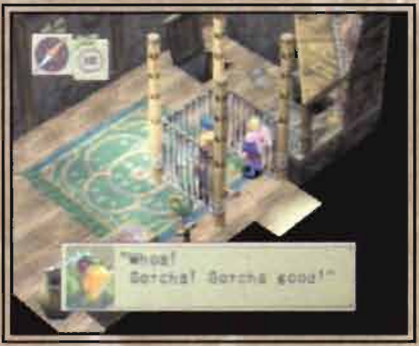
As soon as you move to open the chest, you are flung into a combat screen with a trio of chests sitting in a row. The central chest is the hidden beast. Although it's difficult to hit this creature, focus your efforts on the central chest until you have eliminated it. As long as at least one other chest remains unharmed, the creature does not attack.



Continue to explore, talking to every townsperson, and eventually cross the river. You find a long trail leading up the mountainside. Ascend this trail to discover a soldier guarding a passage deep into the mountain. Find the Mayor to get permission to enter this passage.

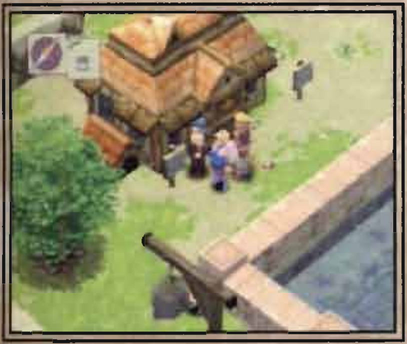
Mayor's House

Just south of the mountain passage is the Mayor's house. Unfortunately, this home is as odd and eccentric as the man who has booby-trapped the town. As soon as you walk in the front door, a series of barred gates slam down, preventing you from entering. To add insult to injury, the scene amuses the Mayor's tiny green parrot to no end—it laughs and squawks in incomprehensible gibberish. After being mocked by the green ball of feathers, make your way back out and continue to explore.



"Whoa! Gotcha! Gotcha good!"

BeeTroop



Just outside the Mayor's home is a cute little doghouse, the perfect domicile for the outside pet. Upon investigating this tiny structure, you quickly learn that the Mayor's taste in pets borders on the twisted.

Enemy - BeeTroop

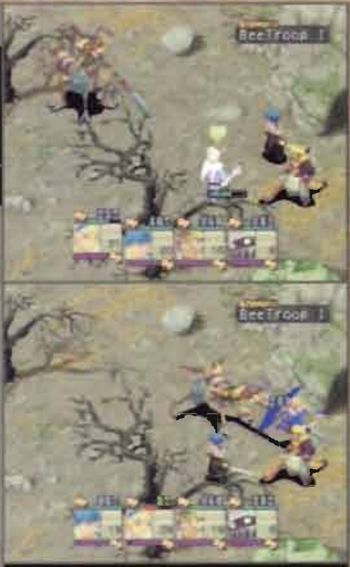
HP: 800
AP: 34
Power: 38
Defense: 30
Agility: 20
Wisdom: 15
Exp: 120
Zenny: 100

Special: Wild Swing, Risky Blow

The BeeTroop is quite a formidable adversary. In addition to being extremely durable and resistant to damage, this giant bug also carries a shield, which protects it from most of your attacks. When attacking, the BeeTroop also uses Risky Blow or Wild Swing abilities with devastating results.

Hammer the BeeTroop with combination spells, followed up with a barrage of physical attacks. Energy balls from Nina's Baton are next to useless, while the brute strength of Cray's Log does the most damage. Be very careful with your characters if their health falls below 250–the BeeTroop is quite capable of taking out anyone sufficiently injured in a single strike.

Hammer away until the BeeTroop's shield breaks. After this happens, you are only an attack or two from squashing this bug flat.

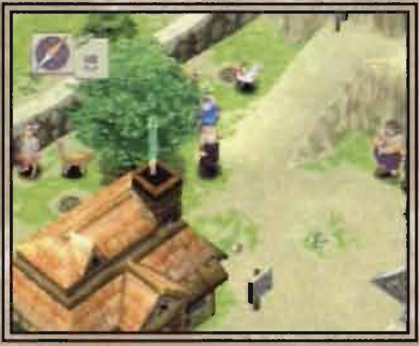


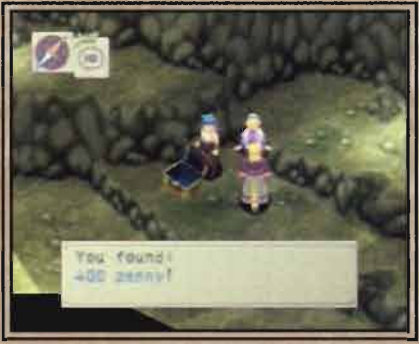
Beware of the BeeTroop's Wild Swing. It causes up to 250 points of damage in a single blow.

MISSION TIP

Your old friend the puppeteer has set up shop here in Kyria as well. Be nice and she may teach you some new things about ranks, organizing skills, and combining spells.

I bet you've been able to make a few Combo Attacks, right?





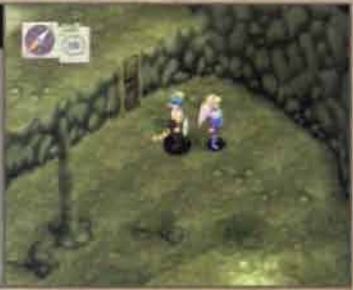
You found: 400 zenny!

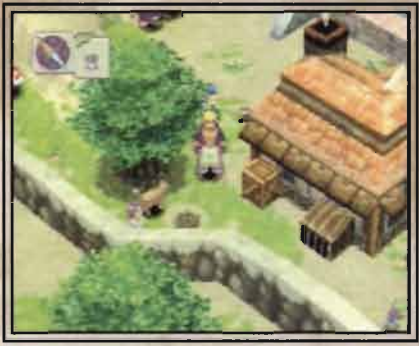
Eventually, when you have spoken to every person and explored every building, you have nowhere to go—but down. The pit traps scattered around the town are the only routes to the network of underground caverns that lie beneath the city.

Head first to the hole near the tiny white chicken that is pacing about. Your party falls through the hole into the caverns beneath. Hop down the steps of the cavern until you come across a chest. The 400 Zenny you find within are certainly worth the effort. Now head to the ladders built into the walls of the cave to climb back out of the underground area. You surface in the warehouse on the east end of town.

MISSION TIP

Rotate the view of the caverns to see ladders more clearly.

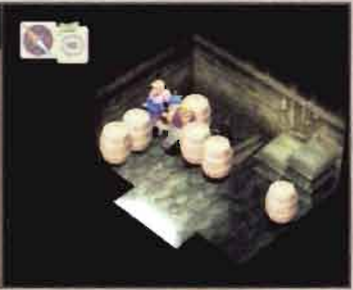




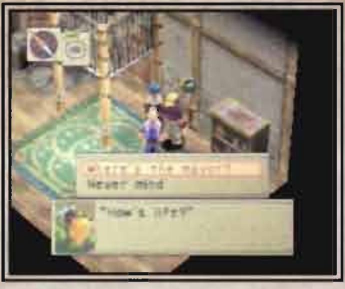
After you have reached the surface, head back across the river to take a stroll around the pit behind the Mayor's house. It's easy to spot, with both a lazy orange cat and a young, spoon-bearing child standing nearby. Hop down this pit trap for another trip to the underground passages.

MISSION TIP

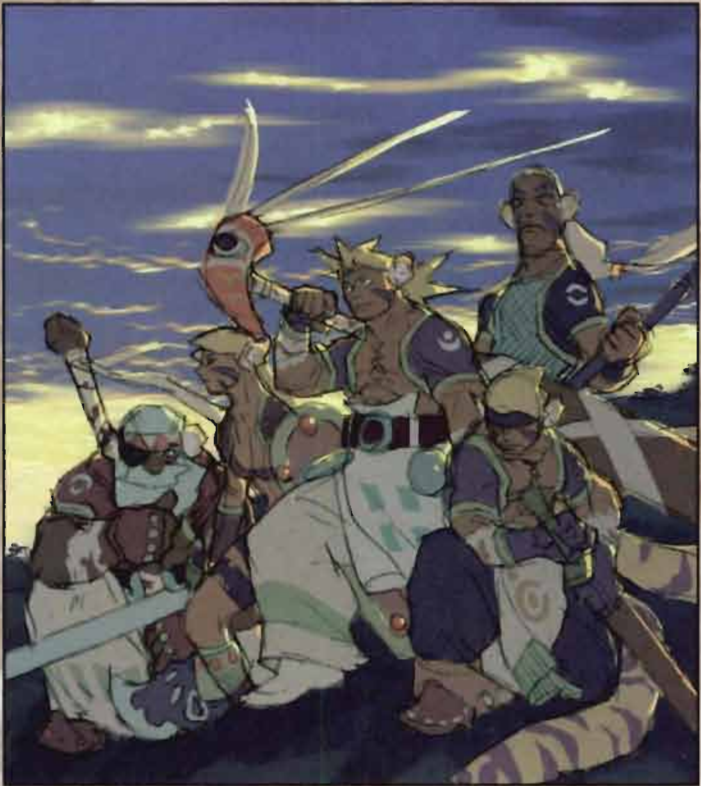
Use Cray's ability to push the barrels to clear the way once you've surfaced in the Store Room.



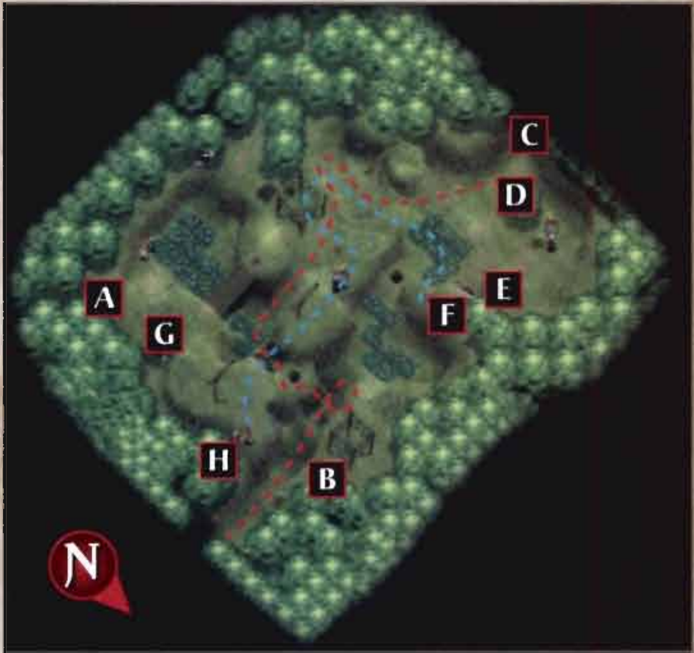
Follow the plateaus and ladders to find your way into the home of the eccentric city Mayor. After looting the Fish-head contained in the cupboard, move to engage the Mayor's mischievous parrot in conversation. Although you won't understand half of the squawking coming out of its tiny orange beak, if you approach the animal correctly, you'll learn the Mayor's location.



The trick to getting the parrot to give you the information you want is not to play with it. The parrot delights in conversation, so respond with "We have no time for this," "No," or "Not really" to every question it asks. Frustration soon overtakes the bird, allowing you to glean the Mayor's location. After you've learned what you need to know, head to the city's main gate and northward to the Woods.



Woods (16)



A. Pit Trap To Aura Ring
B. Pit Trap to Healing Herb
C. Start
D. Stump (1)
E. Well (Exit from Caverns)
F. Stump (2)
G. Stump (3)
H. Cache of Apples

* * *

NOTE You must speak with the Mayor's parrot before you can progress past the edges of the Woods. A villager has been posted to guard the entrance to the woods, and he won't allow you to pass unless you know the Mayor's location.

These heavily forested Woods are hard see through, let alone move in. Make your way forward by snaking along the meandering trail at the edge of the forest.

MISSION TIP

Have Ershin knock her head against every tree that you find to dislodge secret caches of Berries. Be careful though–if you hit the same tree too many times, a rain of stinging Caterpillars comes falling down upon you.

Encounters in the Woods

You face some old friends and some all-new nasties. In addition to the crowds of Caps and Flue Goos, you also have to face the eerie Fungoid.

Enemy - Fungoid

HP: 420	Agility: 30
AP: 35	Wisdom: 25
Power: 38	Exp: 45
Defense: 13	Zenny: 25

Special: Confuse, Powder, Wild Swing

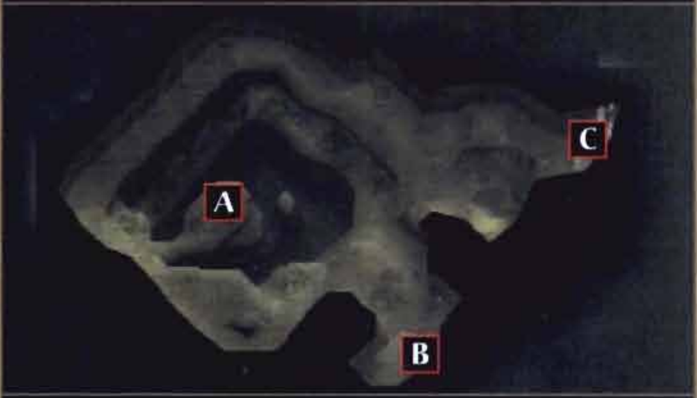
Fungoids are nasty opponents, with a variety of special attacks. Hit these fungal horrors with group-effect combo attacks such as Rock Blast or Firewind. A single Fungoid is especially susceptible to physical assault. Attack en masse to carve this giant mushroom down to size.

Follow the trail until it opens into a small clearing dominated by a large Apple Tree. With a swift head butt from Ershin, you have a virtually unlimited source of fresh, juicy Apples. Each of these nutritious nuggets of fruity goodness restores 100 health—so stock up! After you have collected your fill, chat with the villager standing nearby.

If you've spoken with the Mayor's parrot, the villager becomes a font of useful information. You discover that the Mayor has been lost in the forest for weeks, setting traps and trying to protect the village from myriad vicious woodland creatures. After you finish your dialogue, continue into the interior of the Woods.

You immediately see a sign pointing the way deeper into the forest—follow it to find a huge clearing.

CAVERNS BENEATH THE WOODS



A. Aura Ring
B. Healing Herb
C. Exit (Through Well)

Unlike the tunnels that lie beneath the city of Kyria, the network of caverns below the Woods is vast and complicated. But treasures abound for those brave enough to venture into the underground darkness.

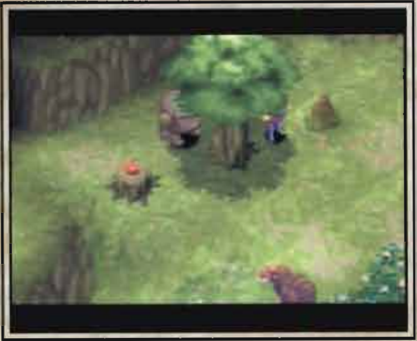
As before, the only way to access this seamy underworld is through the numerous pit traps scattered throughout the area. After you fall through a pit trap, the trap remains open for the rest of the game. Most of the pits are blind, leading you nowhere except to the cavern's only exit. However, two pits lead you to treasures worth the efforts you've put into finding them.

The first chest you have access to contains four Healing Herbs. Access the plateau that houses this chest by going through the pit trap marked **A** *on the Cavern Map.*

An Aura Ring awaits the brave souls who find their way to this chest, in the dead center of the cavern. To reach this chest, hop down through the pit trap marked **B** *on the Cavern Map.*

No matter which pit trap you use to enter the caverns, there is only one way out–the brick ladder tucked neatly in the northwestern corner. You surface out of an old abandoned well.

A tree stump is immediately visible as you enter a huge clearing. Place an Apple on the stump by pressing ×. This lures an odd little beastie that looks like a cross between an elephant and a baby hippopotamus. As soon as this creature finishes the Apple, the wind changes, and the creature suddenly catches the scent of the party. As it runs off, follow its tracks.

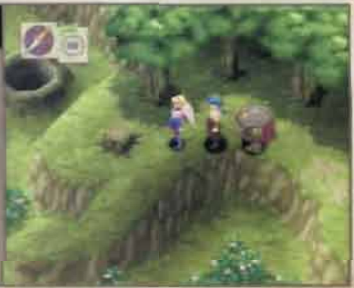


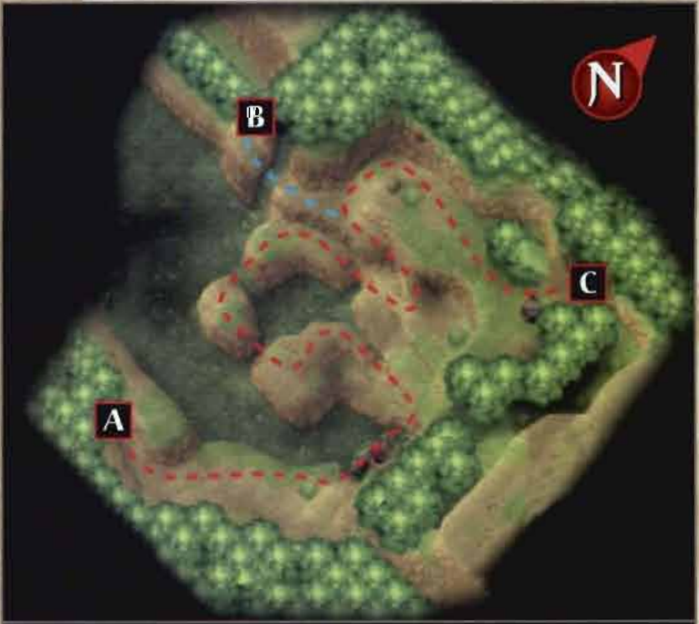
CAUTION

The tracks gradually disappear, so follow them quickly! The tracks also meander near a variety of cage and pit traps, so be careful.

MISSION TIP

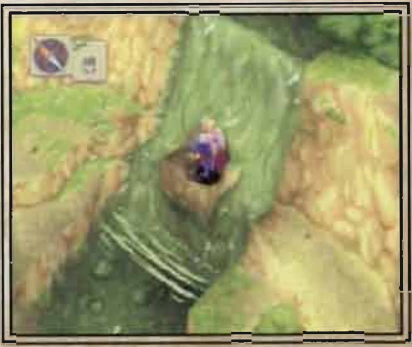
Another tree stump is tucked deeper in the forest. Lay an Apple here as well to lure another strange beastie from its hiding place. Follow its tracks, much like the first, to discover the location of a chest of eight Apples.





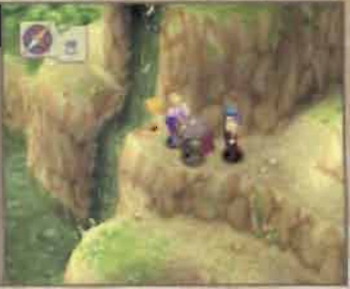
A. Entrance
B. Wisdom Seed
C. Exit

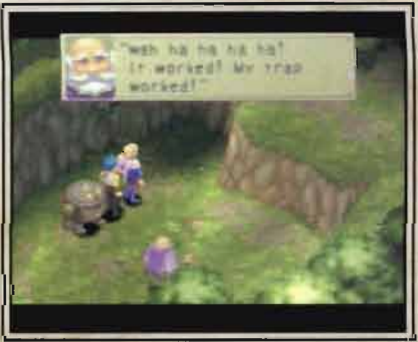
The tracks lead down into a grotto on the east end of the forest. This grotto opens up into an entirely new clearing. Make your way northward, following the only trail, and hopping across the waterfall on a series of stepping-stones. Hop from one rock outcropping to another, slowly working your way up the mountainside. Make sure you are at full health and well rested before continuing up the trail to the mountaintop.



MISSION TIP

When you reach the upper ledge and discover this waterfall, hop across and follow the trail around the mountainside. A Wisdom Seed awaits.





Here you find the eccentric Mayor of Kyria, trying out his newest trap on some of the helpless forest creatures. Unfortunately, his experiments draw the attention of something large, angry, and far from helpless.

Enemy - The Maman

HP: 3,600	**Agility: 20**
AP: 50	**Wisdom: 10**
Power: 42	**Exp: 1,500**
Defense: 25	**Zenny: 450**

Special: Rock Blast, Body Press

The Maman is a huge and foreboding beast that can withstand a huge amount of damage, and dish it out just the same. Using its potent Rock Blast attack, the Maman can do considerable damage to every active member of your party.

In your first round of combat, have Ryu transform into his hybrid dragon form because you need access to his Flame Strike ability. Set Nina in the back ranks—her wind powers are relatively ineffective against this beast. Bring Ershin forward to take her place at the front. Finally, have Cray concentrate on dealing out damage with direct physical assault. With the awesome power of this trio, you should defeat this beast in fewer than six turns.

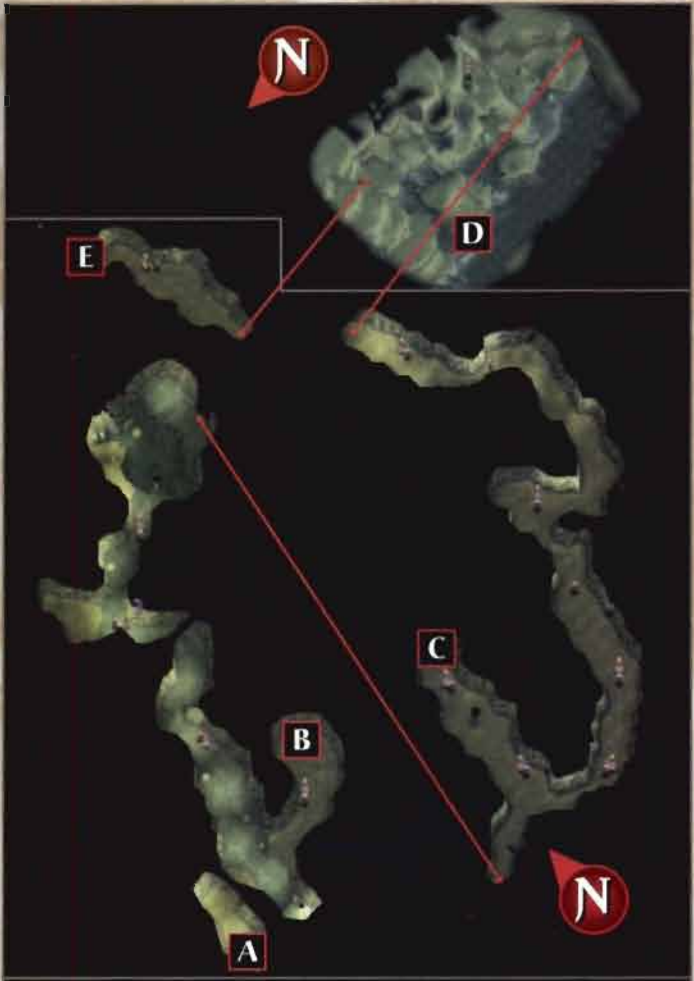
"You mean because of the passageway to Synesta?"

After you battle and defeat the awesome Maman, a grateful Mayor accompanies you back to Kyria, assisting you in any way possible. Within moments of returning to the town, you are granted use of the secret passageway to Synesta. As the party prepares for a long journey, a burnt and injured form rises elsewhere...

Hut (17)

...having miraculously survived Yolm's horrific attack, a weak and injured Fou-Lu struggles to rise from his sickbed. A kindly hermit has taken him in and bandaged his wounds after finding his broken form washed up on the banks of a nearby river. After a brief introduction, in which Fou-Lu tells the hermit his name, the emperor god falls back into the dark embrace of unconsciousness.

Passage to Synesta (15)



A. Entrance
B. Water Bomb
C. Ammonia
D. 500 Zenny
E. Exit

After handshakes and fond farewells, the party attempts to make its way to the passage to Synesta. After a misstep down one of the many pit traps that lie scattered about Kyria, make your way to the top of the land ramp and enter the passage.

Creatures of the Caverns

The passage to Synesta is no place for the faint of heart. Army Bats, Pusspools, and Tadpoles abound in its murky depths. Keep your eyes open and your health high as you traverse this most dangerous of caverns.

Enemy - Cadaver

HP: 1,000	**Agility: 16**
AP: 10	**Wisdom: 10**
Power: 50	**Exp: 65**
Defense: 5	**Zenny: 32**

Special: Feint, Recall

Cadavers are much more formidable opponents than their little brother, the Zombie. They can take and give out amazing amounts of damage. Finally, to make matters worse, they are resistant to most types of magical attack.

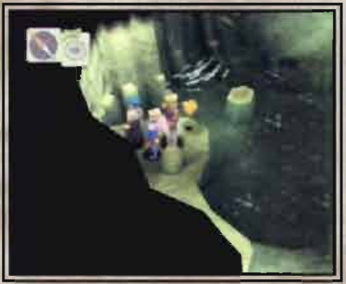
Use direct physical assault as your mainstay against Cadavers. There are typically no more than one per attack party, so concentrate your efforts against a Cadaver to the exclusion of other enemies.

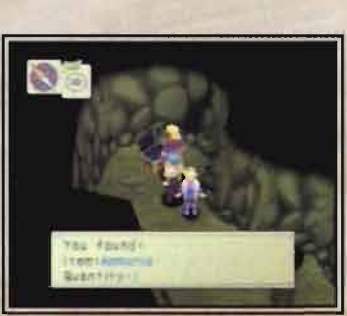
You found!
Item:Water Bomb
Quantity:1

The passage to Synesta is dominated by a long, shallow river running in a vaguely northward direction. You can follow this river like a little water highway while barely getting your socks wet. But before you do, cross the river and enter the passage to the west to collect a quick and easy Water Bomb from a chest.

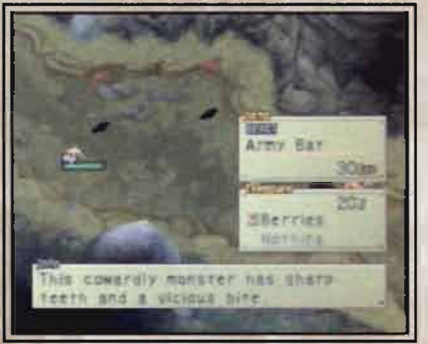
Now that you've collected the goodies sitting nearby, follow the river as it meanders northward. Expect to be engaged by various nasties virtually every other step. The tunnel eventually opens into a large cavern. A huge pool fills this room, making your normal "wade the waterways" approach ineffective.

Look for a series of stepping stones to the north, near a small waterfall. Use them to cross the deep pool, and make your way to a darkened cavern along the eastern wall.





A narrow passage continues northward—follow it until it splits. Head up the northern passage briefly to collect a single serving of Ammonia from a chest, then make your way back to the split.



Army Bat

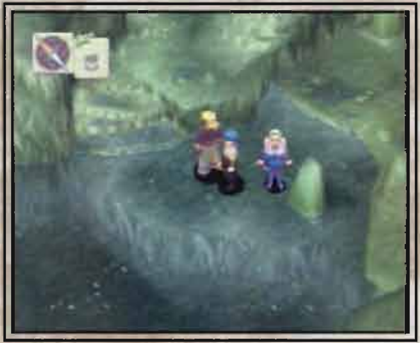
30

Berries

This cowardly monster has sharp teeth and a vicious bite

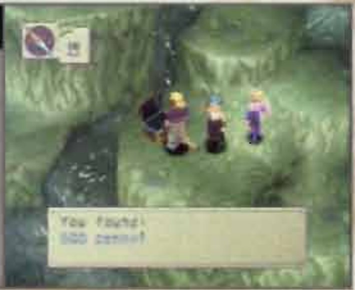
Now take the other passage, following it as it snakes east, then northward. Expect to engage several waves of Army Bats. Attack these nuisances for a load of quick and easy experience and Zenny. The tunnel eventually ends in yet another darkened passage—jump right in.

This new passage opens into an enormous cavern dominated by a crystal blue lake. Wade into the water to find a natural staircase that grants you access to a series of stepping stones, stalagmites, and waterways.



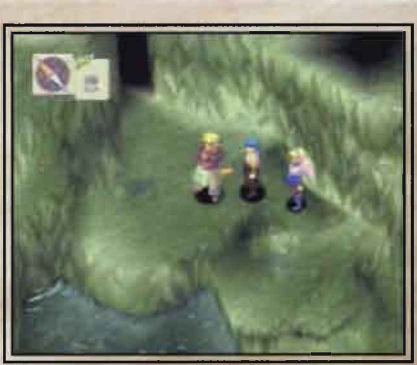
MISSION TIP

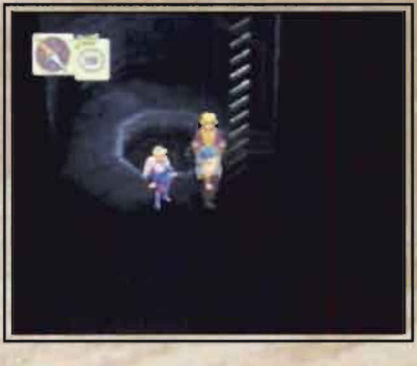
Hop from plateau to plateau as you make your way northward to find a chest filled with 500 Zenny.



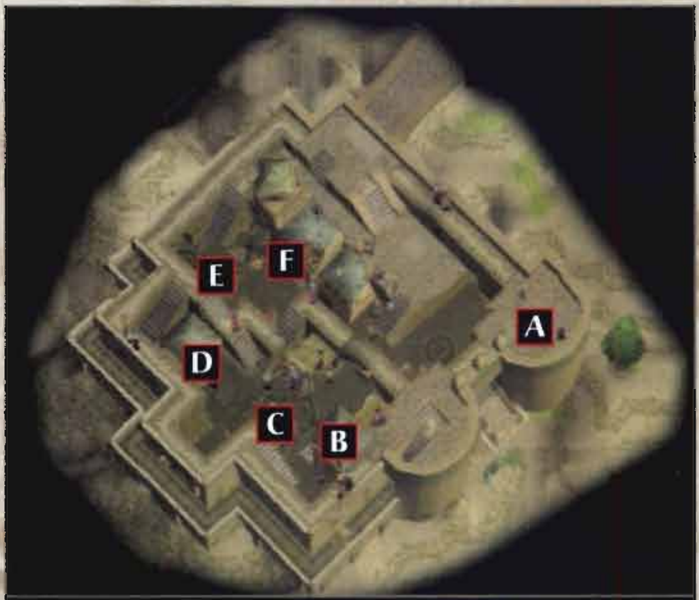
Work your way up several natural staircases to the northeast. You soon find a darkened passage along the north end of the cave. Pass through this crevasse in the cavern wall and continue down the tunnel beyond it.

This brings you to the end of the passage to Synesta. The city lies at the top of this deep, dank well. Climb the ladder leading up to complete your journey and exit the caverns.





Synesta (18)



A. Stairway to Synesta Underhaus
B. Weapon's Merchant (Upstairs)
C. Items Shop
D. Marlok's House (Kahn)
E. Well (to passages)
F. Orphanage

You have finally reached the city of Synesta! But instead of the Hex-ridden ghost town you had expected to find, you are surrounded by a bustling metropolis. Go into the door directly across from the well from which you first surfaced to discover the Orphanage. Unfortunately, no one has the time to talk to you.

Moments after exiting the building, a young nun on one of the upper walkways screams and falls to her knees. Speed up to help her. The poor woman is having a difficult time bringing the last of the children in her care to dinner. Help her catch the rebellious little Chino.

CATCHING CHINO

Chino runs around Synesta, and to catch him, you must talk to him. The idea is to cut him off so he doesn't run away, but that is easier said than done.

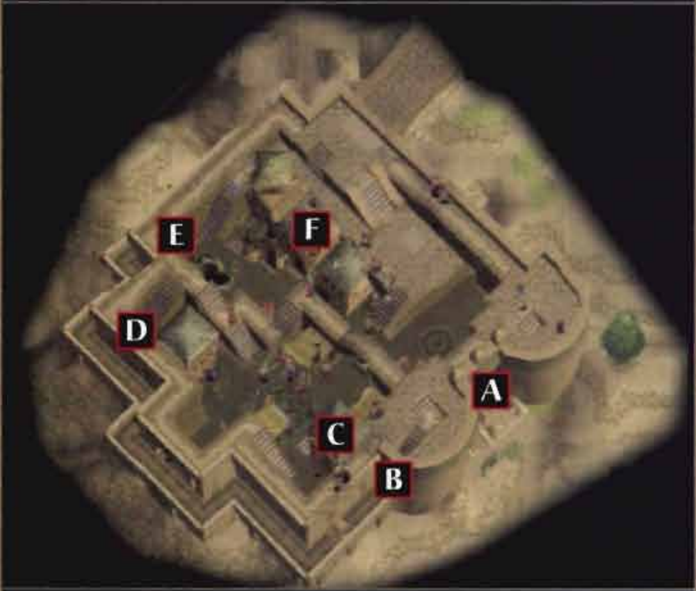
Use the corners to your advantage. In many places Chino stays to the outside of walkways and corners, so you can gain ground by taking the inside track. The city's layout makes seeing him difficult, so try to keep him on the upper walkways.

After you have caught up with little Chino, he agrees to head back to the Orphanage with the sisters. You learn valuable information about the visit Elina made to the city, as well as the Orphanage. Unfortunately, the sister doesn't know where Elina went after she left the city.

This time, you have to play hide and seek with us!

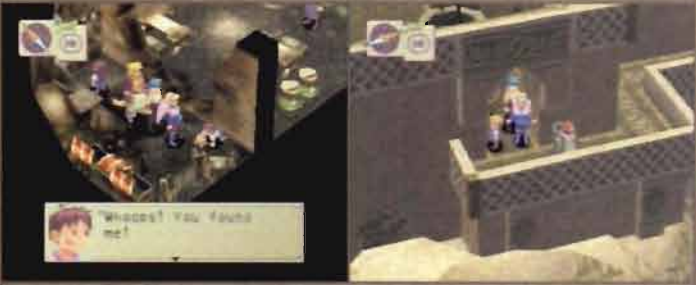
Just when all seems lost, little Chino comes forward to tell you that he knows what happened to Elina. But true to his mischievous nature, Chino insists that you play with him before he tells you what you want to know. This time the game is hide-and-seek—and all the kids in the Orphanage will be playing!

HIDE-AND-SEEK



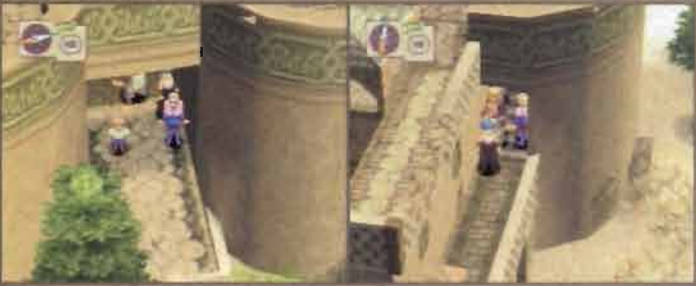
A. Child (Goete)
B. Child (Nahma)
C. Child (Konoko)
D. Child (Mono)
E. Child (Rund)
F. Orphanage

Head downstairs to find a pair of children playing. One of the youngsters tells you where the first child is hiding. As you find each child, he or she tells you where the next can be found.



"Whoops! You found me!

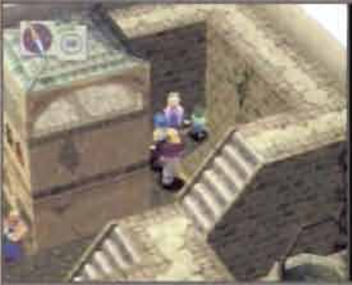
Head to the eastern wall to find Rudd, the second of these rebellious tykes. Goete can be found by the main gate of the city.

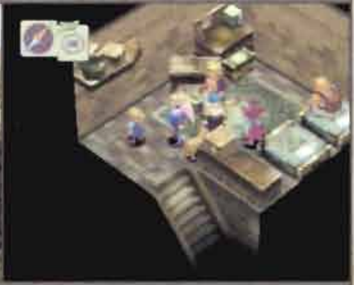


Nahma is on the stairs just north of the main gate. To see her, adjust your view by holding L1 and using the directional buttons.

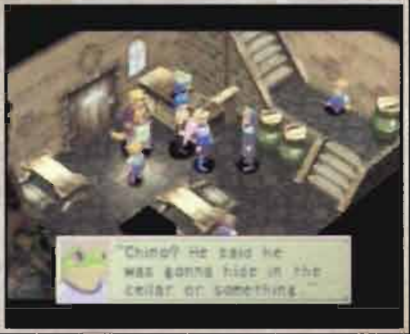
HIDE-AND-SEEK (CONT'D)

Modo is in the corner of the city at the base of a long staircase.

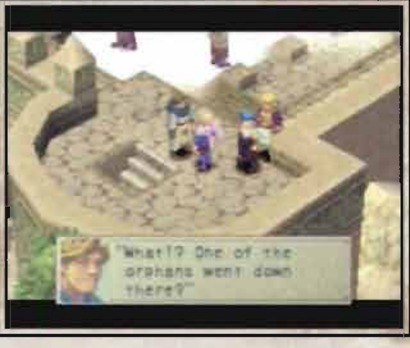




Konoko is upstairs in this building. Enter and climb the stairs to find her. After you have found Konoko, head back to the Orphanage.



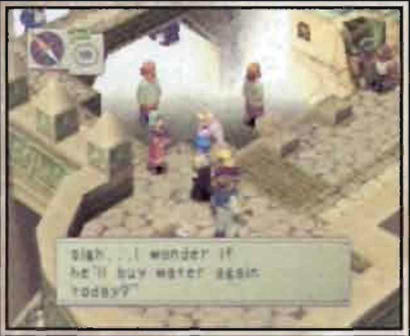
"Chino? He said he was gonna hide in the cellar or something."



"What!? One of the orphans went down there?"

All but one of the children can be found relatively easily. The missing child is—you guessed it—troublesome little Chino. But this time, Chino may have gotten himself into some serious trouble. A tip from one of the other children leads you to discover that Chino has hidden in the Hex-corrupted underhalls of old Synesta.

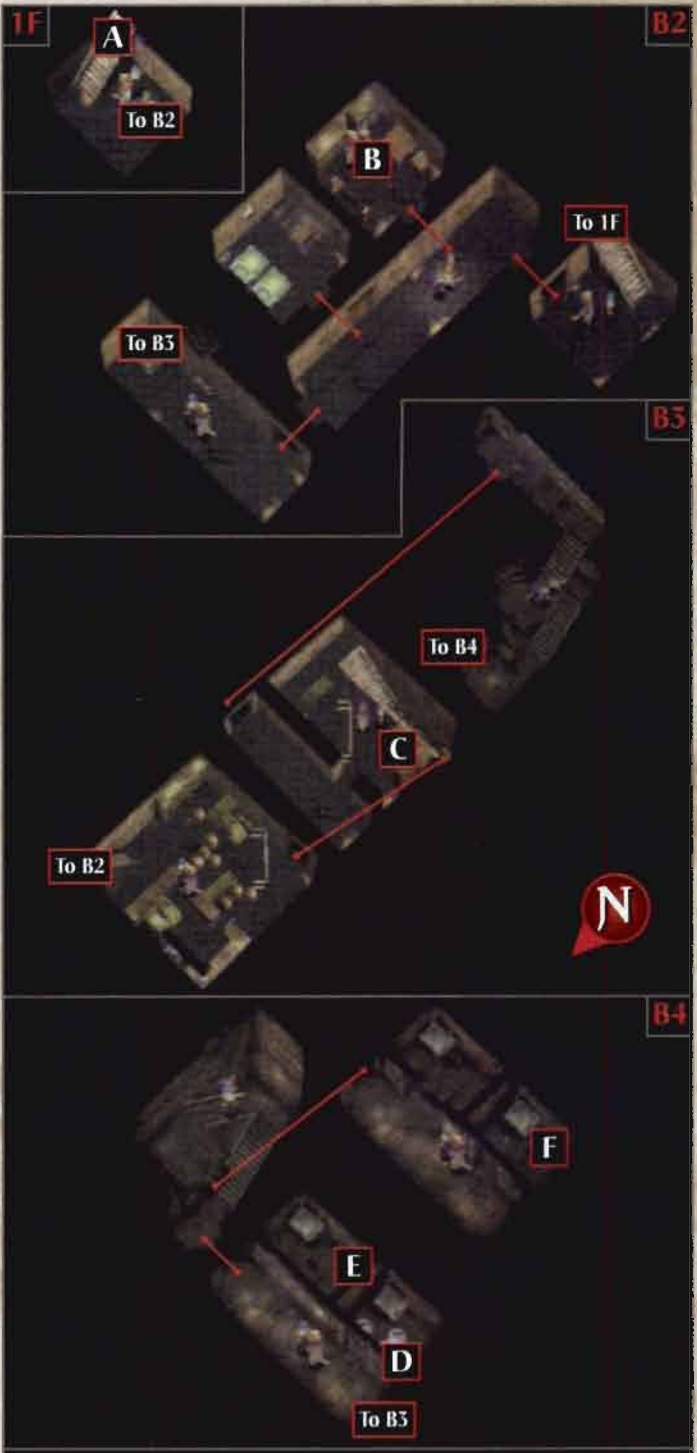
Leave the Orphanage and head to the southwestern corner of city. There you find a guard protecting the only major entrance into the cellars and Hex-ridden catacombs of Synesta. He tells you that no one has gotten past him—he has been too careful.



"Sigh...I wonder if he'll buy water again today?"

Seek out a woman selling fresh water. She offers to sell you some of her wares before moving back to her very best customer—the city guard you just spoke to. While she is selling him water, rush past the dullard and into the catacombs beneath Synesta.

Catacombs



A. Entrance
B. Ammonia
C. 80 Zenny
D. Chino
E. Raptor Claws
F. Hole to cell below

MISSION TIP

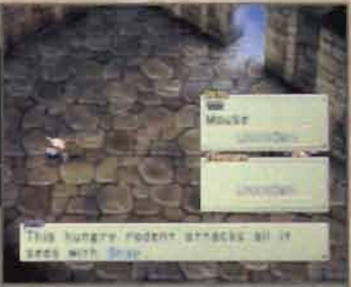
Many of the doorways within the catacombs are difficult to see without changing your viewpoint. Frequently alter your perspective to discover new passages and portals.

Pests and Perils

Enemy - Mouse

HP: 380
AP: 30
Power: 45
Defense: 12
Agility: 45
Wisdom: 8
Exp: 55
Zenny: 25

Special: Snap



This hungry rodent attacks all it sees with Snap.

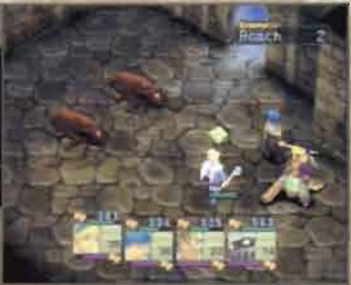
These tiny rodents are surprisingly deadly, with ample hit points and power to last against even your most potent attacks. Mice are agile fighters, and often difficult to hit.

Your best bet is to attack them en masse, or use area-effect spells such as Rock Blast or Firewind to inflict serious damage. Your only advantage lies in the tendency for a Mouse to flee if it is outnumbered or outgunned.

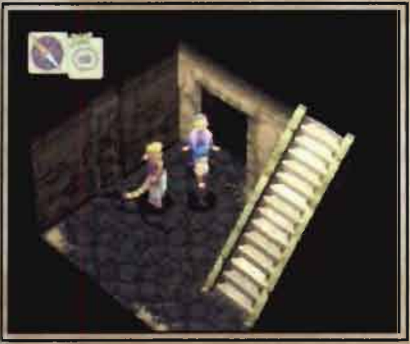
Enemy - Roach

HP: 800
AP: 30
Power: 48
Defense: 12
Agility: 15
Wisdom: 3
Exp: 70
Zenny: 30

Special: Jump



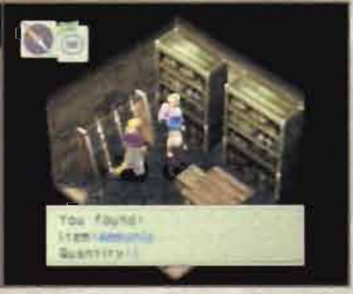
Although more durable than their tiny rodent brethren, Roaches lack the agility to avoid your attacks. Roaches are generally resistant to most magical attacks, making direct physical assault your most productive route.



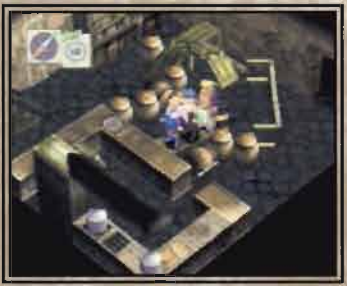
Follow a long series of stairways to the lower levels of Synesta's underhalls. You come to a long hallway with a pair of doors on the eastern wall. Head down the hallway and pass through the doorway to enter a corridor. Now head west along the corridor and down a staircase set into the southern wall.

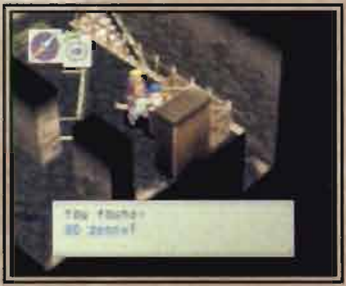
MISSION TIP

Investigate the first room you come across to find a single dose of Ammonia in a cabinet against the wall.

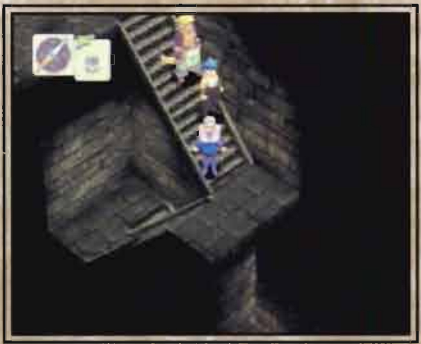

You found:
item:Ammonia
Quantity:1

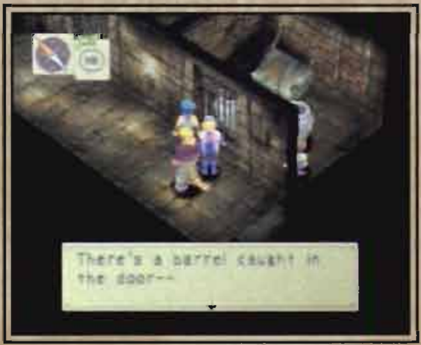
You descend into a large abandoned mess hall. Use the decrepit tables in the room to traverse the piles of refuse and overturned storage jars. Check the cabinets in the kitchen area to snag a quick serving of Protein. Then head to the southwestern corner of the room to move on to the next chamber. You may need to adjust your view to find the exact location of the doorway.




You found:
80 zenny!

Climb the stairs to investigate an abandoned storeroom. On the west wall is a small cache of 80 Zenny. Pick it up before moving toward the doorway in the room's northeastern corner.

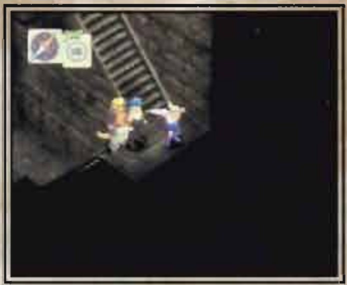


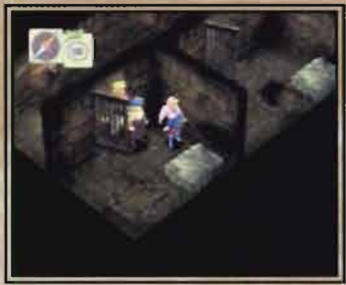

There's a barrel caught in the door--

You now encounter a long series of staircases—all heading down. Descend into the depths of the catacombs, passing through a doorway at the bottom of the stairs.

In a barred cell tucked neatly into the eastern wall, you finally find poor Chino. A barrel blocks the cage door to his cell—you have to find another way in. Check the next cell over for a tasty new weapon—Raptor Claws. When you've fully investigated this level, move through the doorway to the north.

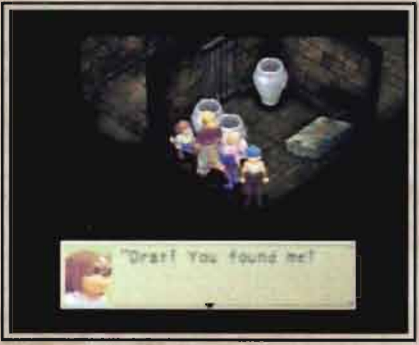
You find another staircase, this one going up. Climb to the upper level, heading through a doorway on the southern wall. Again, you may have to adjust your view to see the door.



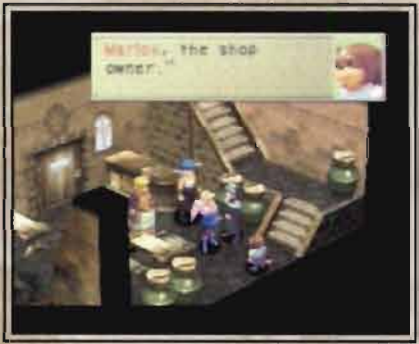


You find a pair of cells with barred gateways on the eastern wall. Head to the cell farthest down the hallway and take special note of the floor. A hole in the floor has been boarded up—stand on the boards to fall into Chino's cell below.

Have Cray push the storage jars out of the way, then talk with Chino to finish your journey within the tainted bowels of Synesta.


"Drat! You found me!"

Back in the Orphanage

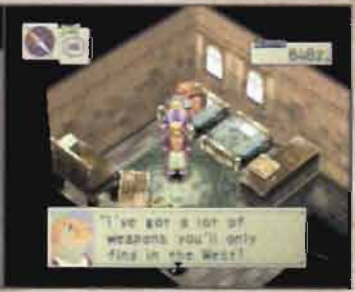

"Marlok, the shop owner."

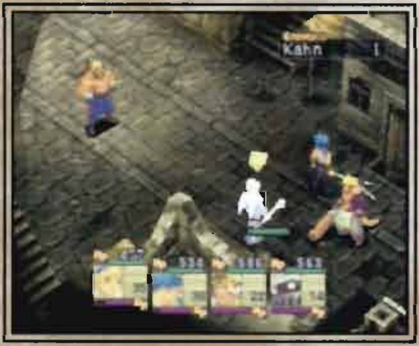
With little Chino safely back in the Orphanage, you gain a new lead on what happened to Princess Elina. According to Chino, Marlok, a local shop owner and trader, was the last to be seen with Elina. Head to Marlok's house in the middle of town to "discuss" the situation with him.

Marlok's House

MISSION TIP

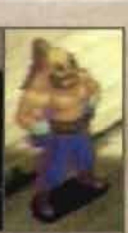
Drop by the town's only weapons merchant, on the upper floor of the Inn. Upgrade all of your weapons, purchasing a Magic Wand for Nina, a Steel Bat for Cray, and a Scramasax for Ryu. These new weapons will aid you in the coming battle.


"I've got a lot of weapons you'll only find in the West!"



Dropping by for a visit with Marlok is a little more difficult than you had anticipated. Kahn, a huge hulk of a bodyguard, stands in your way. There is only one way to Marlok, and that's *through* Kahn.

Enemy - Kahn



HP: 3,000
AP: 10
Power: 42
Defense: 35
Agility: 40
Wisdom: 80
Exp: 1,000
Zenny: 0

Special: Focus, Shout

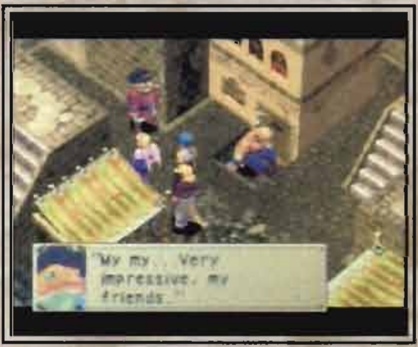
Kahn is a pretty tough nut to crack, and one of the first enemies you face to take full advantage of his special attacks. Add to that his high hit point total and his ability to inflict hundreds of points of damage in a single blow. Finally, he has no particular vulnerability, making defeating him a long and difficult process.

Both Kahn's Shout and Focus abilities are extremely useful. Shout allows you to stun whole groups of enemies, while Focus increases the effectiveness of your next attack. Spend several turns guarding to learn both abilities.

After you have picked Kahn's brain for combat techniques, finish him off. Nina's ranged attacks are among the least effective in battling Kahn—set her in the rear rank. Cut him down to size with Ryu's Aura Dragon form and Cray's powerful physical strikes. Finally, have Ershin lay down covering fire. Ershin will draw the majority of Kahn's attacks. Ershin's thick, trashbin-like armor protects her from most of the damage.

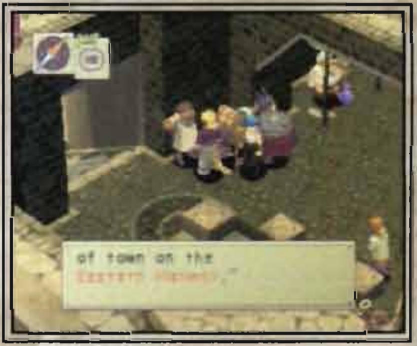
* * *

Marlok is impressed with your victory over the now dazed and confused Kahn. Stepping over Kahn's fallen form, Marlok invites you into his parlor to talk. After a few curt words and puffs of smoke, the haughty Marlok tells you that he was *asked* to take Elina into the heart of enemy territory on his sandflier. He agrees to help you in your quest—after you help him first.


"My my... Very impressive, my friends..."

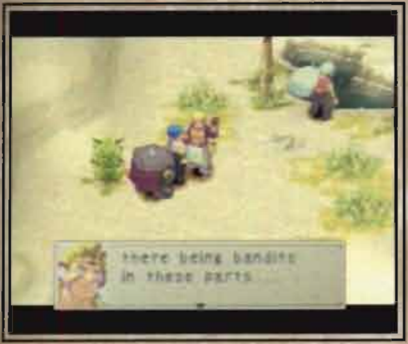
Synesta Market

After agreeing to capture a thief who has stolen goods from the shop owner, your party files out into the central market of Synesta, leaving Nina in Marlok's "care." Speak with every merchant and traveler about the thief, collecting clues and looking for leads. Your inquiries lead you to a trader standing near the main gate to Synesta. He tells you of a suspicious character sneaking out of town and heading down the Eastern Highway. Head out the main gate in search of this fellow.


of town on the Eastern Highway."

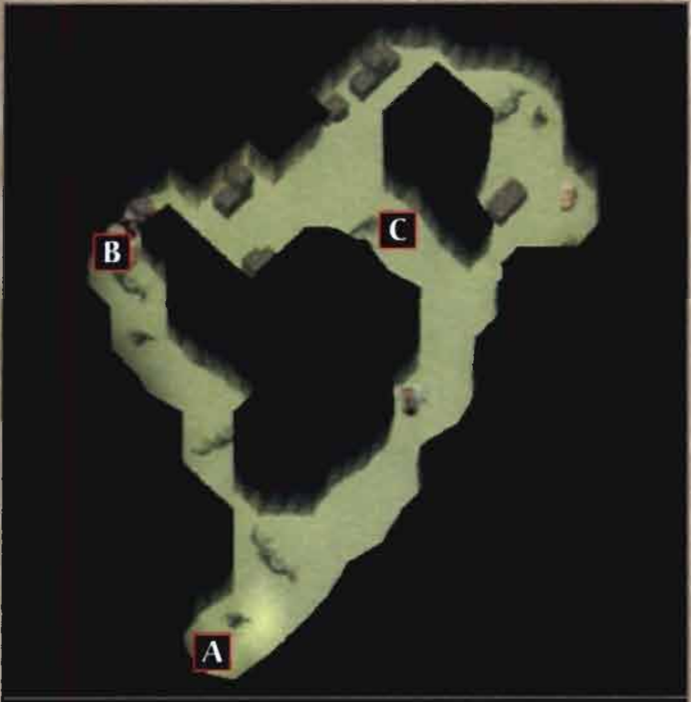
Eastern Highway (19)

NOTE: It may take a trip or two between Synesta and the Hideout before you finally encounter the bandit. There is no point in going to the Hideout before you have found this disreputable fellow.


there being bandits
in these parts...

Travel up and down the Eastern Highway, searching for an encounter indicator. When you find something that you can explore, do so—you find the bandit resting at a small oasis. As soon as you mention Marlok's name, this skittish little fellow flees to his Hideout to the north.

Hideout (20)



A. Entrance
B. Make barrel barricade here
C. Master Stoll

The Hideout is a series of tunnels carved into the side of a small mountain. Crates and odd barrels lie throughout the narrow confines of this winding cavern.

You've finally found the thief—now all you have to do is catch him. But this speedy fellow makes your job difficult. You can't outrun him. Trap him by moving the many barrels to block escape routes.

Use Cray for this job. Barrels are conveniently located near several narrow cavern passages. Have Cray push a pair of barrels into one of the chokepoints by pressing × when standing beside one of the barrels. Then corner the weasel! When you are close enough to the bandit, press × to finally capture him.

That was all yours
to begin with?"

After catching up with this speedy fellow, you learn that he was simply taking back what Marlok had stolen from him. Moved by the poor man's words, Cray and the group head back to Marlok's—empty-handed.

Return to Marlok's Home (18)

No matter 'ow much I
pay for it, what's
mine is mine!

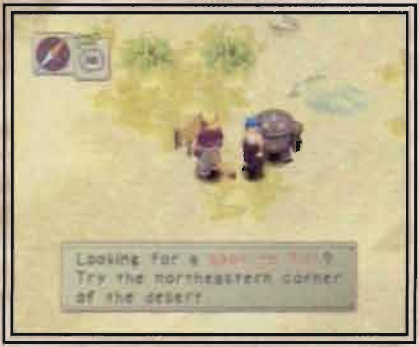
"According to that
man, you were the
one who...

Marlok is far from happy that you let the "thief" go free. He quickly sets you to another task—helping his workers at the Sandflier Wharf to the north. Leave the city to begin the journey.

MISSION TIP

Pick up a wooden rod and fishing lures before leaving for the Sandflier Wharf. Excellent fishing opportunities lie ahead.

Crossroads (21)

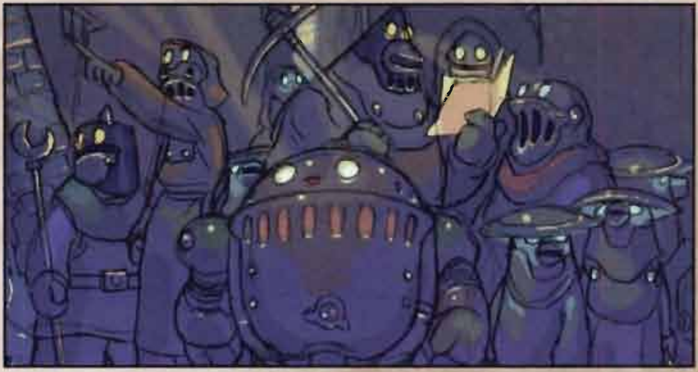


As you make your way to the Sandflier Wharf you come across an encounter indicator. Explore the area to discover a sign telling you of a local fishing spot. When you leave the area, a new road leading to the northeastern corner of the desert is revealed to you.

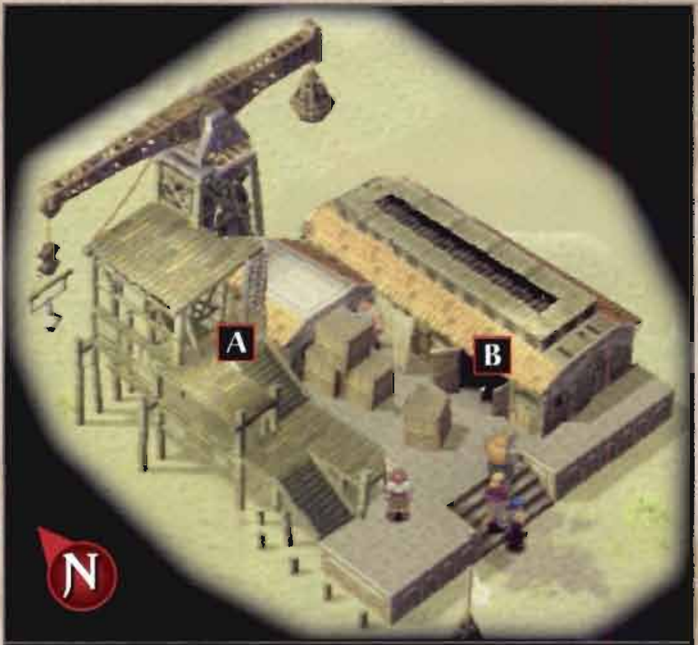
Lake Spot 1 (22)

The gentle shores of this quiet woodland lake make a great place to do some fishing. Cast your line among the reeds and rocks to catch the largest fish. Be careful when drawing your line across rock areas—the line has a nasty tendency to get caught on the sharper edges of the stones.

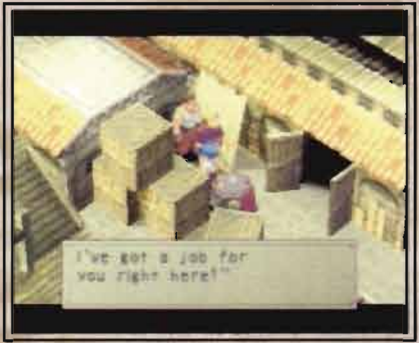
Some of the best fishing can be found on the extreme edges of the map. Wherever you see insects buzzing above the water is usually a good place to cast a line. Watch for the shadowy form of a fish swimming among the reeds.



Sandflier Wharf (23)



A. Loading Dock (Crane Game) B. Warehouse (Barrel & Jar Puzzle



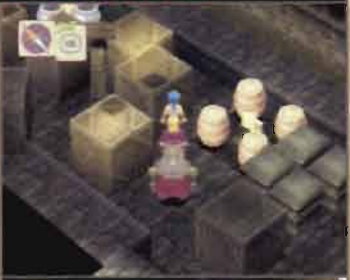
The Sandflier Wharf is a bustling center of activity, with frantic dock workers scurrying from job to job. Speak with a large burly foreman standing by the warehouse to begin your duties. You will quickly be set to clearing out and organizing barrels and jars.

NOTE: You face several old adversaries such as Roaches, Rats, or Mice as you break barrels or jars.

CLEARING OUT THE WAREHOUSE

Your goal is to eliminate the old, broken barrels and jars, while stacking all the newer, useful barrels and jars in their respective storage areas. Use Cray to push the barrels and jars from place to place by pressing ×.

*To complete this challenge, stack a single jar in the jar storage area, and a single barrel in the barrel storage area. After you have these two containers in place, have Ershin destroy all remaining barrels and jars with a series of quick head butts. If this is done quickly enough, you receive a **huge** time bonus.*



"OK! Follow me--
I've got another
job for you!"

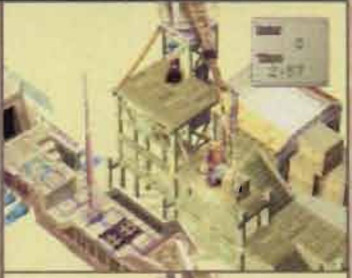
After you have cleared out the warehouse, you are given another job by the foreman. This time, load a sandflier using the dock's heavy crane.

CLEARING OUT THE WAREHOUSE

Your second task is to stack a huge pile of crates onto a sandflier barge ready to leave on a trading mission. Ten crates need to be loaded.

There is no trick to this challenge. Watch the shadow cast by the crane as it moves across the loading area. When the shadow is directly over the crate you wish to lift, or drop off, hit ● to activate the crane. Let the shadow settle before you activate the crane—as it sways, it is hard to track.

Aim for the highlighted blue squares when loading the sandflier. For every crate that you load, you receive 100 game points. This amount is doubled to 200 if the crate is loaded into a highlighted square.



With the warehouse cleaned out and the sandflier loaded, your duties to Marlok are complete. As if summoned, the bloated merchant arrives at his wharf, with Nina in tow. As a reward for your work, the entire party is given Marlok's special "V.I.P." room on the sandflier. As Cray, Ryu, Nina, and Ershin remain boxed in on the 'flier, elsewhere, another finally escapes the confines of injury and unconsciousness.

"That low-down, good-
for-nothing...!"

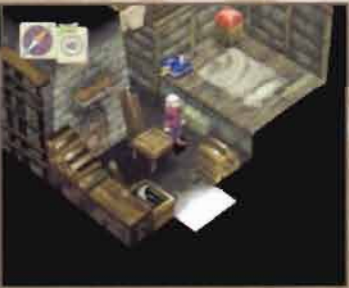
Bunyan's Home (17)

"Well, you're looking
a lot better."

After the long and painful process of healing from his severe injuries, Fou-Lu, the emperor god, rises once again from the dead. After a lengthy conversation with Bunyan, the man who nursed Fou-Lu back to health, the emperor is under your control. Send him down the mountainside.

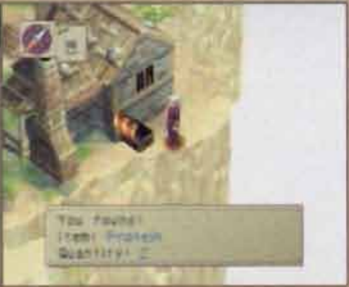
MISSION TIP

Beside Fou-Lu's bed is a diary. Save your game there.



MISSION TIP

A chest containing two doses of Protein can be found behind Bunyan's house. Head back and pick it up before you make your way down the mountain.



You found!
Item: Protein
Quantity: 2

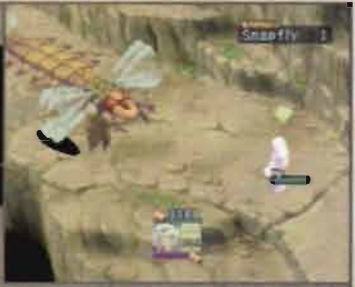
Follow the twisting turning trails that meander down the face of the mountain. You invariably encounter the occasional Snapfly or Zaurus. Dispatch them quickly, and continue to descend off the face of the mountain.

New Creatures

Enemy - Snapfly

HP: 3,200
Agility: 10
AP: 80
Wisdom: 50
Power: 125
Exp: 1,300
Defense: 105
Zenny: 800

Special: Flame Strike, Fireblast



Snapflies are only an annoyance for Fou-Lu, easily swatted without a second thought. The only time these fire-based opponents can be trouble is when you are unlucky enough to be ambushed by them. If Snapflies have the opportunity to use their potent Flame Strike or Fireblast abilities, they can cause considerable damage.

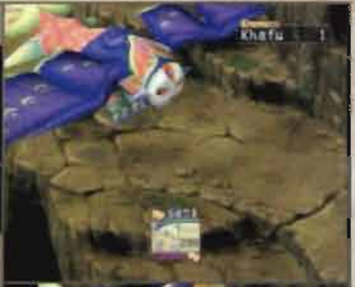
"How... By what means didst thou find us?"

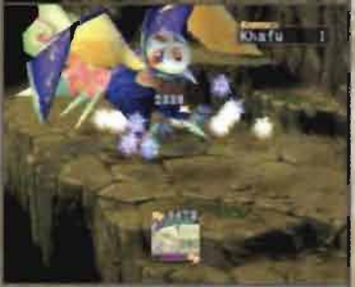
You eventually come face to face with your arch-nemesis—the cunning General Yolm. Somehow, he has found the emperor, and he brought plenty of Imperial troops to finish what he started. As if the troops were not enough, Yolm has a few nasty surprises up his sleeve.

Enemy - Khafu

HP: 20,000
Agility: 230
AP: 1000
Wisdom: 120
Power: 365
Exp: 22,000
Defense: 220
Zenny: 0

Special: EldrichFlame, Firewind, Heal



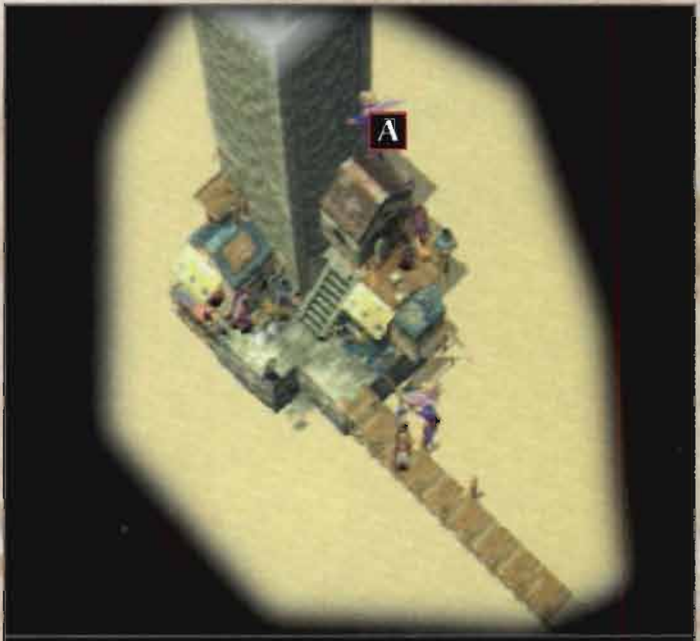


The Khafu is a vicious, formidable beast, perfectly suited to cooking Fou-Lu's immortal hide to a golden brown. Not only is the Khafu extraordinarily durable, but its EldrichFlame attack can obliterate the emperor's human form in as little as two turns.

Immediately transform into Fou-Lu's Astral Dragon form by Meditating. You desperately need the added durability and water-based powers this form has to offer. As soon as the transformation is complete, begin pounding the Khafu with potent Frost Strike attacks. You will defeat this monstrous bird within four turns.

Once again, General Yolm is one step ahead. The Khafu that Fou-Lu just defeated is but one of many that Yolm has brought with him. Recognizing the danger of the situation, as well as the path he must now follow, Fou-Lu assumes his true dragon form and takes to the sky. Yolm's forces pursue with merciless intent.

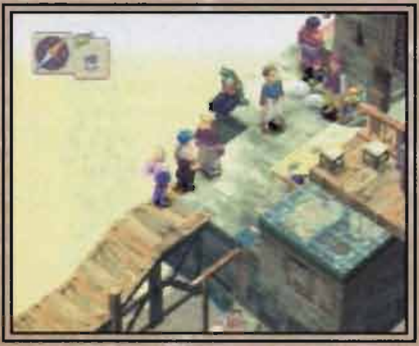
Kyoin (24)



A. Entrance into Causeway

Although the ride was far from luxurious, the party has finally arrived in enemy territory aboard Marlok's sandflier. When the coast is finally clear, the small band comes out of the storage container in which they were hiding to continue their search for Nina's sister, Elina.

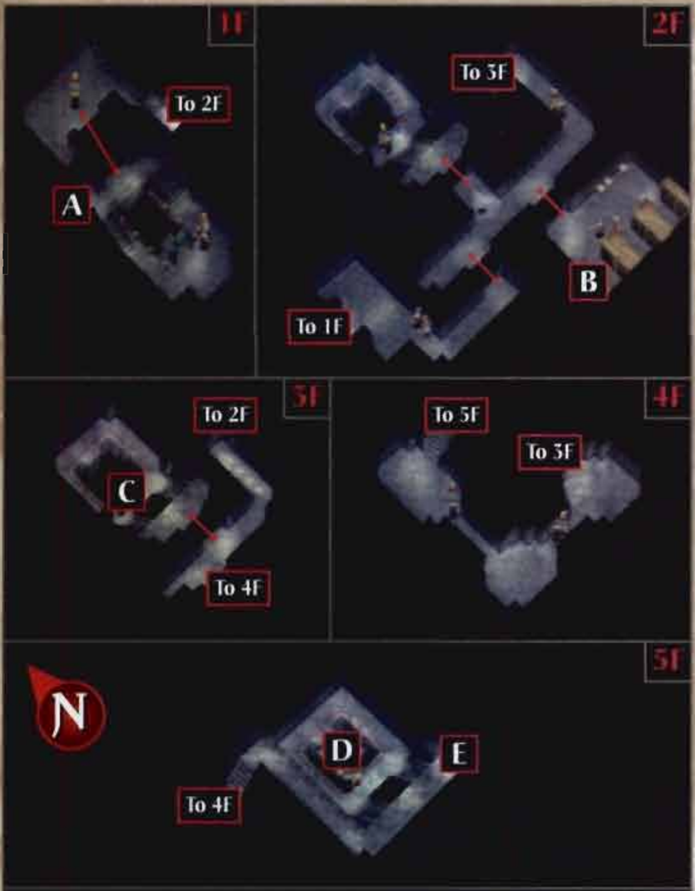
Head north along the gangway to reach the village of Kyoin. This tiny settlement is centered around the Causeway, a magical gateway that links the two great lands. Replenish your supplies and rest at the local Inn before venturing into the Causeway Temple.



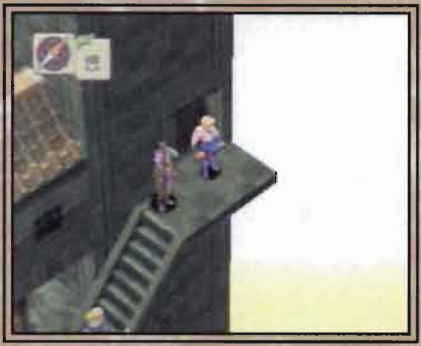
Causeway Temple (Levant Side)

MISSION TIP

Change perspectives frequently to see hard-to-spot doorways.



A. Start
B. Healing Herb - 3
C. Glass Domino
D. Mystic Lift
E. Exit

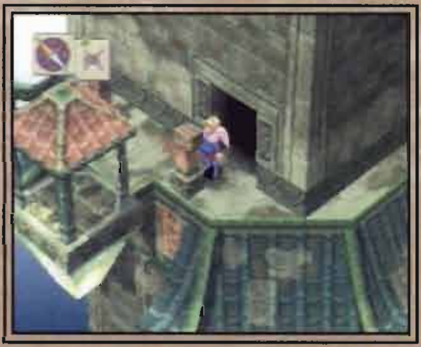


The Causeway is surprisingly easy to get into, with no guards to fool or monsters to defeat. Climb the staircase to the entrance to the Causeway. The Causeway is dominated by a giant shaft that bisects its many levels. Speed through the doorway at the top of the stairs overlooking this shaft. Then head to the east and outside.

NOTE: Although the Causeway has no official guards, it's crawling with vicious monsters! Gongheads, Bandits, and even the occasional Mouse roam the halls of this structure—just looking for a fight!

MISSION TIP

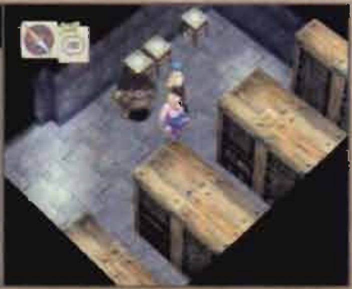
Outfit Ershin with Raptor Claws to make quick work of the Causeway's numerous Gongheads.



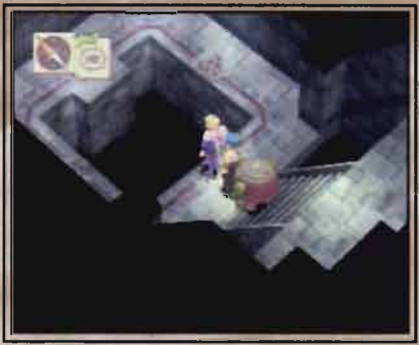
A bizarre elevator contraption waits for your party to climb in. Board this elevator to gain access to the next level of the Causeway. After you have made it to the second level of this enormous structure, continue vaguely eastward.

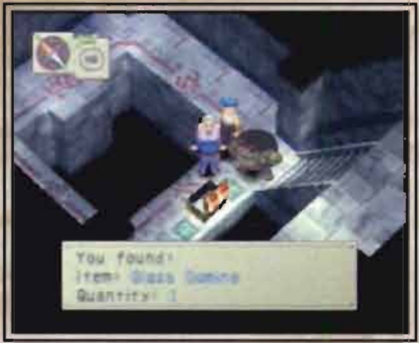
MISSION TIP

Drop into one of the side doorways to discover this large storage room. A three-pack of Healing Herbs is in a cabinet along the west wall.



Continue eastward, following the winding hallways as they snake through the Causeway. You pass through a long hall with rooms on either side. Investigate these rooms, collecting any goodies that you find. After you have finished exploring, find the stairs leading to the third level of the Causeway.



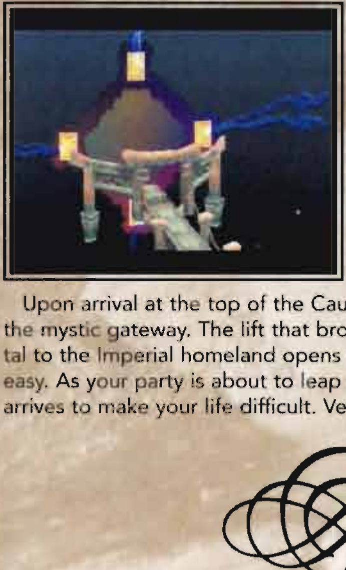


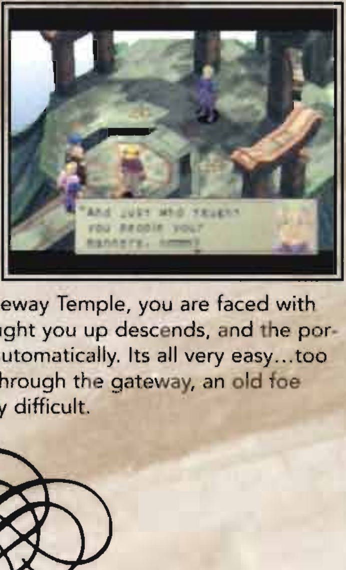
You found:
Item: Glass Domino
Quantity: 1

The third level of the Causeway mirrors the second. There are similar long, snaking corridors, as well as the same shaft that dominates the rest of the structure. Move generally westward, investigating every room. Dart north from the main corridor to discover a Glass Domino in a chest.

Make your way through the twisting halls of the Causeway until you come to the stairs that lead to the fourth level. Head eastward to reach a doorway leading outside. You once again find a magically powered elevator—this one allows you to reach the final level of the Causeway.

NOTE *Here you finally discover the purpose of the central shaft that runs through the entire building—it is an elevator. Use it to return to any level of the Causeway to which you have already been.*





"And just who taught you people your manners, hmmm?"

Upon arrival at the top of the Causeway Temple, you are faced with the mystic gateway. The lift that brought you up descends, and the portal to the Imperial homeland opens automatically. Its all very easy...too easy. As your party is about to leap through the gateway, an old foe arrives to make your life difficult. Very difficult.

* * *

Enemy - Ymechaf

HP: 6,000
AP: 100
Power: 52
Defense: 33
Agility: 1
Wisdom: 4
Exp: 2,000
Zenny: 0

Special: Whirlwind, Sever, Cyclone

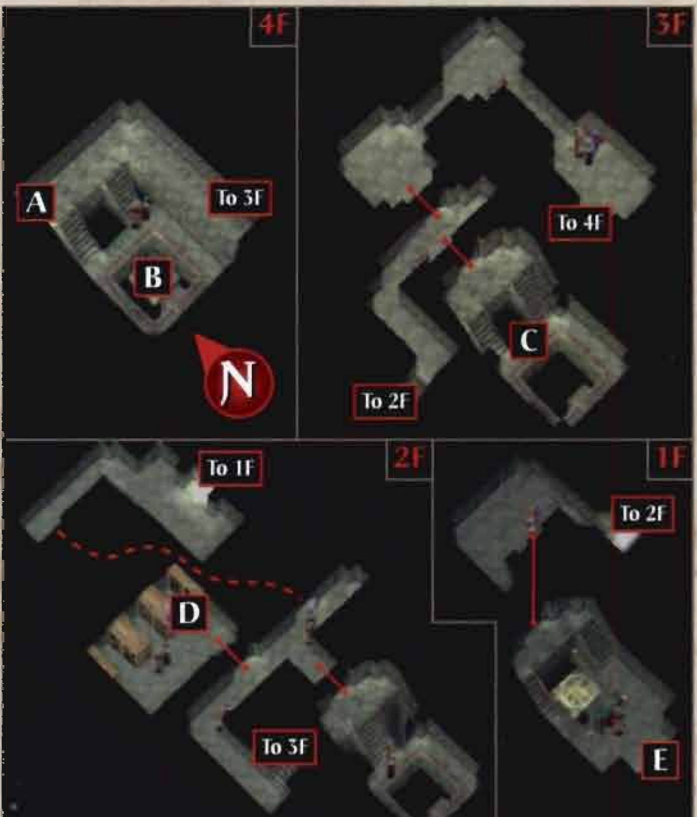
"Ymechaf! Warrior spirit! Thou art summoned!"

Simply put, Ymechaf is an angry, floating, two-fisted death machine. Armed with an absolutely devastating array of special attacks in addition to an amazingly high hit point count, Ymechaf challenges even the most seasoned characters.

Ymechaf can be confused and knocked off balance with the Firewind spell. Follow up with physical attacks when Ymechaf is off balance. A vicious combo is using Ryu and Nina to hit Ymechaf with a Firewind spell, followed by Ershin's Raptor Claw attack. This typically inflicts 700 points of damage in a single turn.

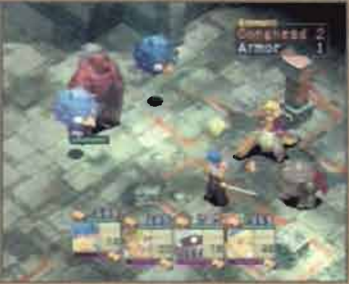
Beware of Cyclone. That single ability can deal 250 points of damage to every member of your party. Keep everyone's health above the minimum 250 points that Ymechaf can inflict in a single turn.

Imperial Causeway (Astana Side) (25)



A. Start
B. Mystic Lift
C. Ammonia - 2
D. Vitamin
E. Exit

NOTE: *The enemies in this version of the Causeway are a bit tougher. Where before you might run into a single Gonghead, here you encounter a trio of the surly monsters. Armors have replaced Bandits, and there is not a Mouse in sight.*

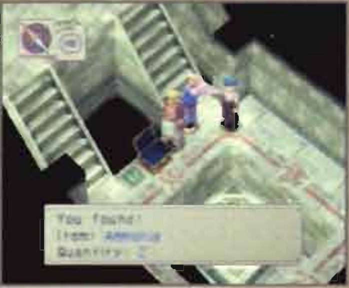


The Causeway located in the Imperial homeland is a virtual mirror image of the one you just left. Fortunately, this time around, you start from the top. Take the elevator to an outdoor entrance to the Causeway's fourth level.

Waiting for you on the fourth floor of the Causeway is a mystic elevator. Use this device to access the other three floors quickly. Unless you want to collect assorted items or experience, don't explore this building. Head to level one, then exit the building.

MISSION TIP

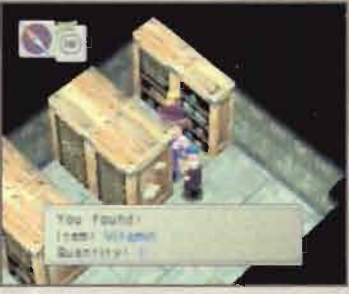
Stop by the third floor to collect a double dose of Ammonia.



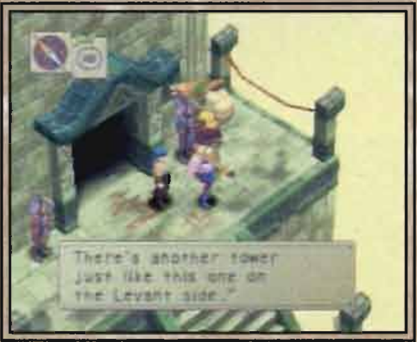
You found:
Item: Ammonia
Quantity: 2

MISSION TIP

Collect a nutritious Vitamin from the remnants of a royal library on the second floor.



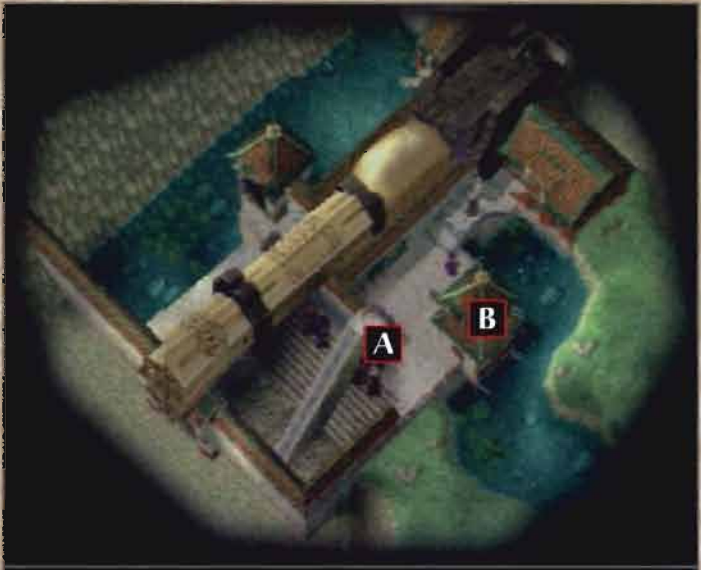
You found:
Item: Vitamin
Quantity: 1



"There's another tower just like this one on the Levant side."

You exit at the base of another enormous Causeway Temple. Chat with the guards at the main entrance to learn that you have traveled all the way to the far-off land of Astana. Continue down the road to the south to exit the Temple area and explore the rest of this exotic land.

Astana (26)



A. Shops **B. Inn**

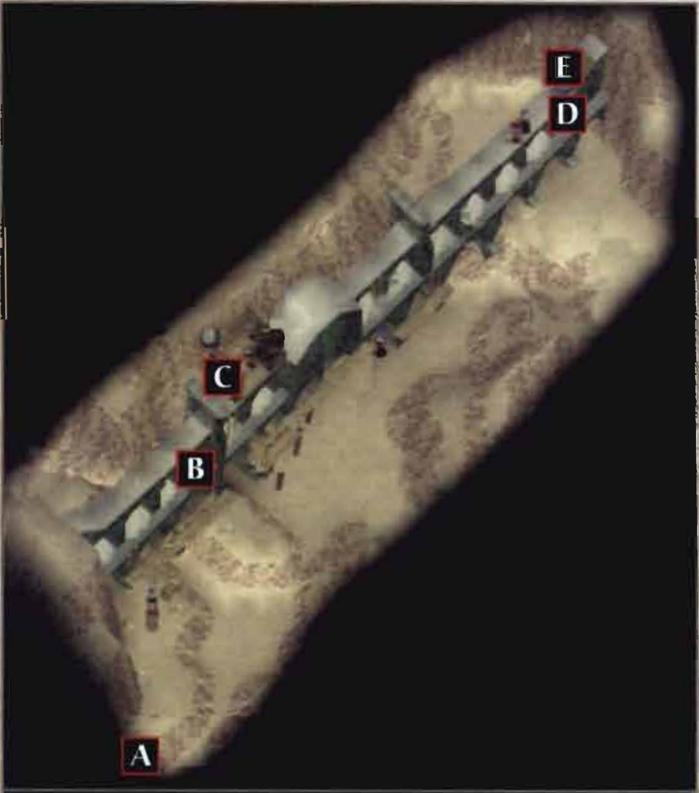
Traveling south, you soon come across the bustling city of Astana. Standing near the main gate, you can see a huge weapon known as the Carronade. Wander about the city to learn more about the weapon—and the town.

This town has a Weapon Shop, an Item Shop, and an Inn. Rest and restock your depleted supplies. After you have collected as much information as you can about the town and the Carronade, head back to the main gate and leave the city. Make sure you have learned about the Aqueduct before you depart.

MISSION TIP

Drop by the Weapon Shop to upgrade your armor. The equipment stocked in this city is vastly superior to what you have been able to buy so far.

Aqueduct (27)



A. Entrance
B. Ginseng
C. Winch Elevator
D. 500 Zenny
E. Exit to Astana Base

MISSION TIP

You may need to change your perspective repeatedly to see the many ladders and catwalks scattered throughout the Aqueduct.

Enemy - Goo Count

HP: 1,000	Agility: 200
AP: 50	Wisdom: 3
Power: 52	Exp: 50
Defense: 33	Zenny: 30

Special: Frost, Icicle

The Goo Count is a real pain in the neck, if you give it enough time to become a problem. Goo Counts use a potent Frost attack that seriously damages select members of your party. Luckily, you are given a solid turn before these water-based attacks begin to fall. Use this turn to mercilessly pummel the Goo Count with fire and physical attacks. A Goo Count is actually more vulnerable to your assault during that first crucial turn—wait too long and it becomes that much more difficult to defeat.

The Aqueduct is an impressive, multilevel structure, with scaffolding running along its length. Climb a series of ladders until you reach the very top level of the Aqueduct.

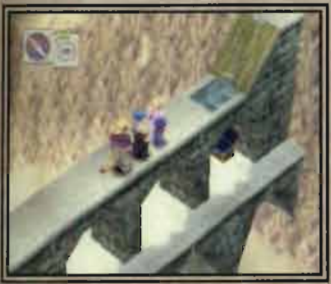
MISSION TIP

Climb the first ladder you encounter on the Aqueduct to ascend to a higher level. You find a chest containing a single serving of Ginseng.

Make your way eastward along the top of the Aqueduct until you come across a worker manning an enormous winch. Upon your request, he raises a makeshift elevator for you. Use it to access a new level of the Aqueduct.

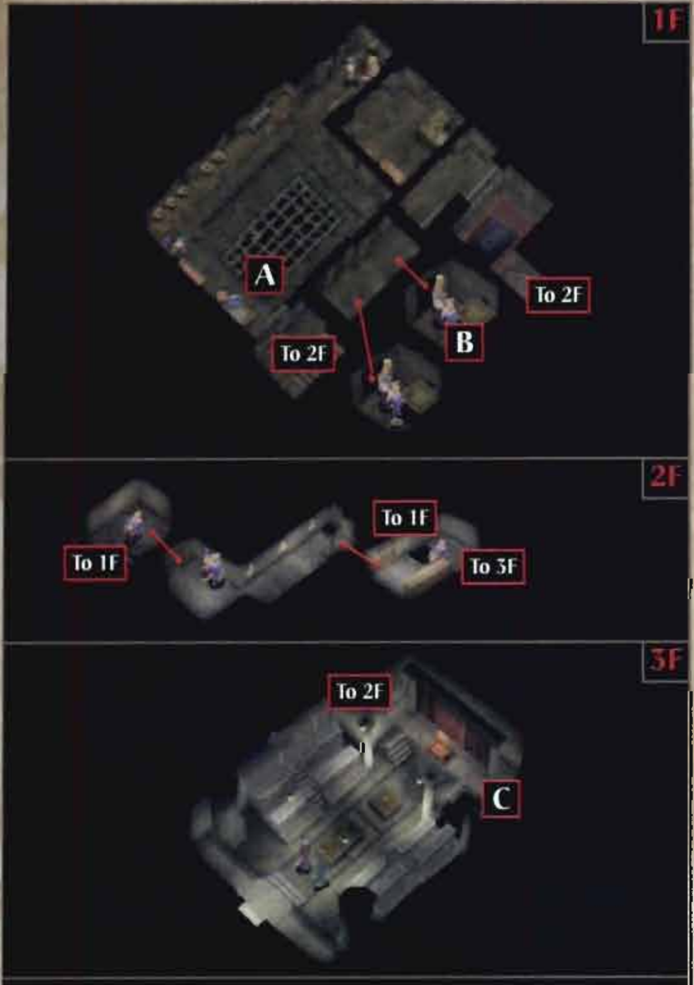
Climb down to the lowest level of the Aqueduct, using the scaffolding to cut across to the opposite side of the structure. Climb a ladder to the second level, then head eastward until the Aqueduct dead-ends into the mountainside. Collect the 500 Zenny hidden in a chest there.

After you have lined your pockets, head back to the scaffolding that cuts beneath the Aqueduct. Take the ladder that leads to the upper level of the Aqueduct. Change perspectives to see the ladder properly.



Climbing along the upper levels of the Aqueduct, continue east until you find an access door to the water system itself. Jump inside—this waterway takes you directly into the heart of Astana Base...a place that looks very familiar.

Astana (26)



A. Start
B. Life Shard
C. Exit

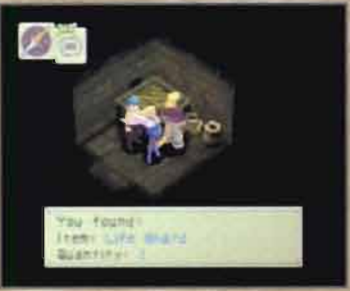
MISSION TIP

Make sure that Ershin is sporting her Raptor Claws before venturing into this dungeon. This weapon does extra damage to the numerous Armors and Gongheads that populate this base.

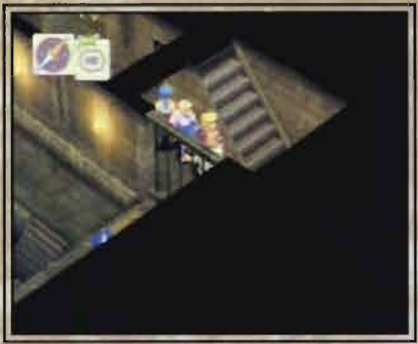
You emerge in an underground dungeon—just as you once saw in Ryu's shared dream. Every detail is exactly as you remember.

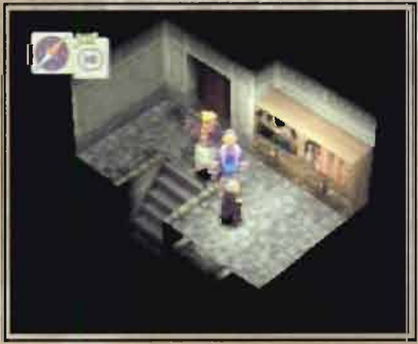
MISSION TIP

Head into one of the side rooms at the base of the stairs to discover a Life Shard.



You found:
Item: Life Shard
Quantity: 1

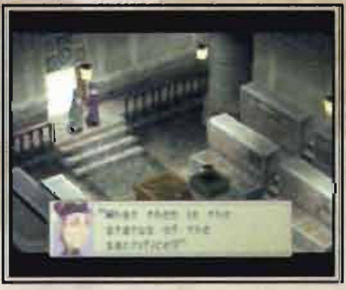




Continue through the dungeon halls to the northeast corner of this level. Ascend the staircase you find here. Continue to climb, moving eastward through twisting passages and long halls.

You eventually come to a cozy room with a series of cabinets on the northern wall. Investigate the bureaus to find a valuable Magic Shard. To the south is a staircase leading to a caged bedchamber—to the north, the royal sitting room you remember from the dream. Head northward to see just how prophetic your vision actually was.

As if on cue, the mysterious Lord Yuna enters the chamber. Scurry behind the flowing red curtain to cross through the room without being seen. After you have made it past Lord Yuna, exit the room quickly.



"What then is the status of the sacrifice?"

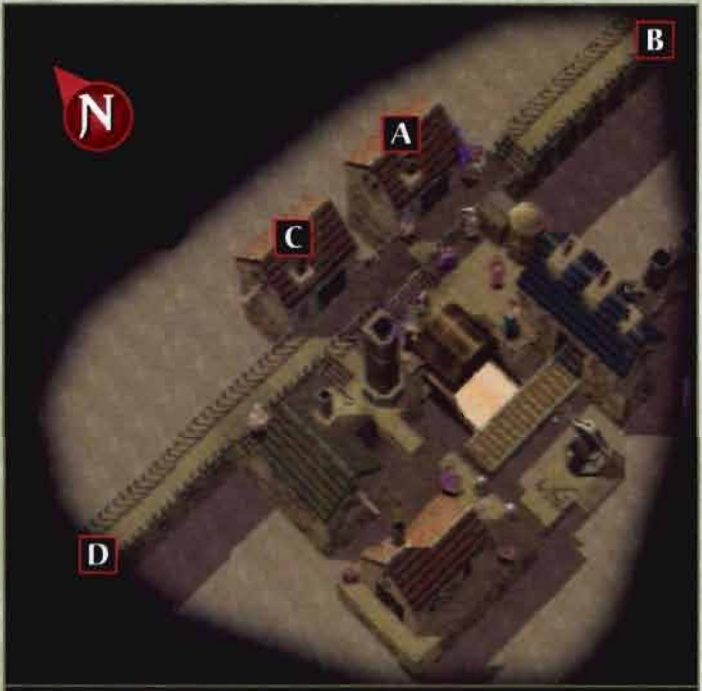
Despite your best efforts, Lord Yuna has somehow detected your presence. Using arcane magics the likes of which you have never seen, Yuna teleports into the hall directly before you. With a large contingent of Imperial troops, your party is captured, and your search for Elina ends...for now.

Chapter II: The Endless

The Broken Sword

NOTE: *The numbers in parentheses refer to locations on the world map at the front of the book.*

Ludia (29)



A. Starting Building
B. To Castle Ludia
C. Weapons Shop
D. Exit Only

After your capture deep within enemy territory, Nina, Ryu, Cray, and Ershin are returned to the Alliance in disgrace. As chief of the Warens, a tribe of superb warriors, Cray is held to a higher standard than the others. He faces trial by the Ludian High Council on charges of action against the Empire without the permission of the Alliance. To make matters worse, your quest to discover the location of Elena has also been cut short.

Heartbroken by the foul turn of events, Nina sits in her room within the city of Ludia. Once you have cleaned the room of everything useful, head downstairs to meet your new companion—Scias.

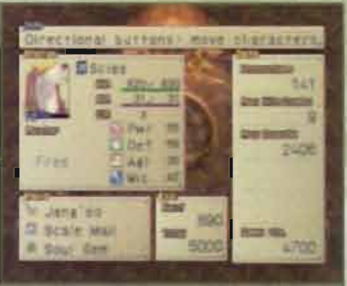
"By the way, this is Scias."

The High Council has assigned Scias to look after you as you journey through the city. Go to the city center by exiting through the door behind Scias. He accompanies you as a new member of your party.

Ally - Scias

HP: 620
AP: 31
Power: 55
Defense: 56
Agility: 35
Wisdom: 42
Level: 13

Special: Frost, Sleep, ShiningBlade, Heal, Purify, Confuse



Scias is a skilled and disciplined warrior, capable of dishing out terrific damage with the use of his double bladed Jang'do. Further, Scias is an adept student of magic, possessing a variety of spells. His specialty is water-based magics and healing spells. The most powerful ability at his disposal is the mystic ShiningBlade, a potent attack that inflicts horrific damage.

"It is unacceptable!"

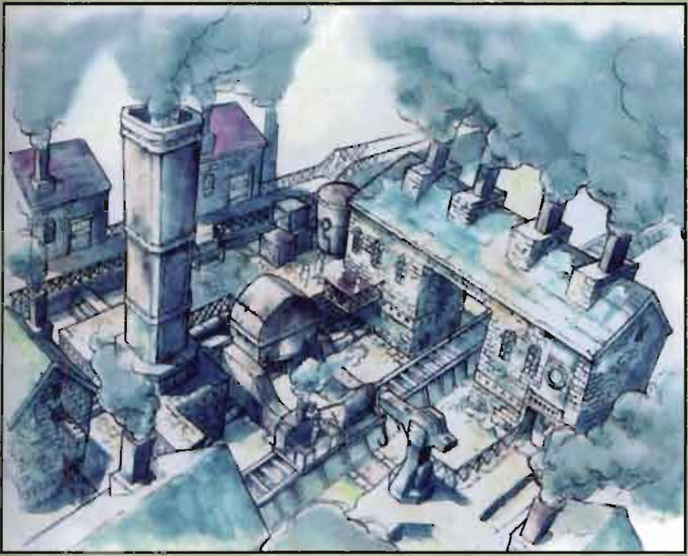
Head to the neighboring building to the west. Downstairs you find a disgruntled, but extremely well-equipped Weapons Merchant. Spend, sell, or trade what you can to upgrade your weapons—the Reed Baton for Nina, and the Katzbalger for Ryu. Getting these new weapons should be a top priority. Sell off your older equipment to finance this upgrade.

Speak with the local townspeople to learn more about the purpose of this outpost. When you have finished exploring, make your way east along the main gangway to enter Castle Ludia.

Castle Ludia

Upon entering the castle, you are prohibited from visiting Cray. He is presently under investigation for your intrusion into enemy territory. After the humblest of apologies, you are asked to leave. In the castle courtyard, Nina decides that the only way to help Cray is to go to Worent, capital of the Waren nation. Scias has been ordered to keep an eye on Nina and Ryu, but not to prevent your free travel. With your new party member in tow, head west on the main gangway to exit the city.

"Master Cray is
the leader of the
Waren nation



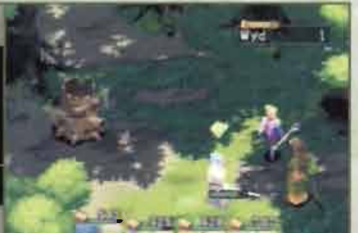
New Encounters

Unlike the arid wastes of the southern desert, the land surrounding Ludia is lush and green. Rivers, bridges, trees, and bushes define the geography of the region.

Enemy - Wyd

HP: 900
AP: 34
Power: 58
Defense: 36
Agility: 15
Wisdom: 25
Exp: 140
Zenny: 65

Special: Feign Swing, Eddy

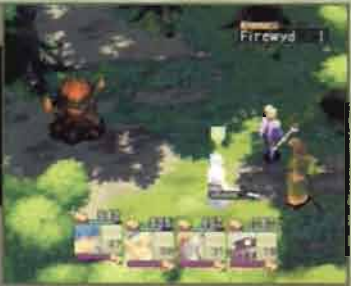


The Wyd is a curious native of the eastern woodlands. It can attack only every other turn, as it must suck air to propel its powerful ranged attack.

Enemy - Fire Wyd

HP: 900
AP: 36
Power: 62
Defense: 36
Agility: 30
Wisdom: 50
Exp: 280
Zenny: 65

Special: Flare, Fireblast

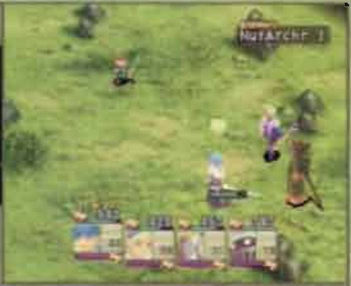


You must be careful when attacking a Wyd. This strange plant creature transforms into the deadly Fire Wyd when attacked by any flame-based attack. A Fire Wyd can attack every turn with potent Flare and Fireblast abilities that inflict significantly more damage than a normal Wyd's ranged attack. Use a water-based attack to revert a Fire Wyd to its normal form.

Enemy - NutArchr

HP: 100
AP: 20
Power: 56
Defense: 25
Agility: 1
Wisdom: 35
Exp: 180
Zenny: 50

Special: Speed

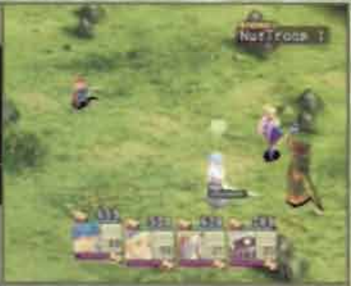


NutArchrs are especially frustrating foes to deal with. Not only can they inflict considerable damage against members of your party, but they're all-but-impossible to hit. Use a low-level magical attack such as Burn, Firewind, or Eddy. Because they only have 100 hit points, any attack that connects is a deadly one.

Enemy - NutTroop

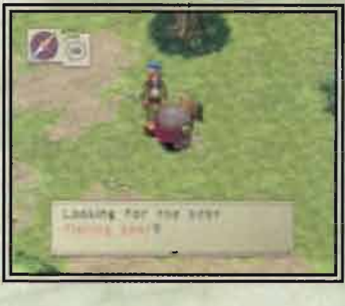
HP: 120
AP: 20
Power: 60
Defense: 42
Agility: 70
Wisdom: 15
Exp: 170
Zenny: 60

Special: Double Blow, Might



NutTroops pack some serious punch into such a small package. Ounce for ounce, they are some of the most dangerous opponents you face. With their tiny wooden swords, they can inflict up to 200 points of damage in a single blow. When using their Double Blow ability, they can increase this total to more than 250 points. Finally, NutTroops have the same uncanny ability as their NutArchr brethren to avoid the attacks of others. As with NutArchrs, your best bet is a simple, low-AP-cost spell for individuals, or an area-effect spell such as Firewind for larger groups.

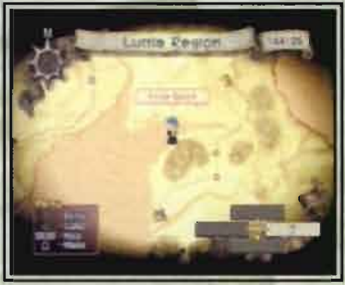
Crossroads


Looking for the best
fishing spot?

From Ludia, head north toward the town of Shyde. As you pass the crossroads where four roads meet, keep an eye open for an encounter indicator. Explore every area you can on your way along the northern road to Shyde. Eventually you find a lightly forested plain containing a sign. This sign gives you directions to a hidden fishing spot to the west.

Ocean Spot 1 (30)

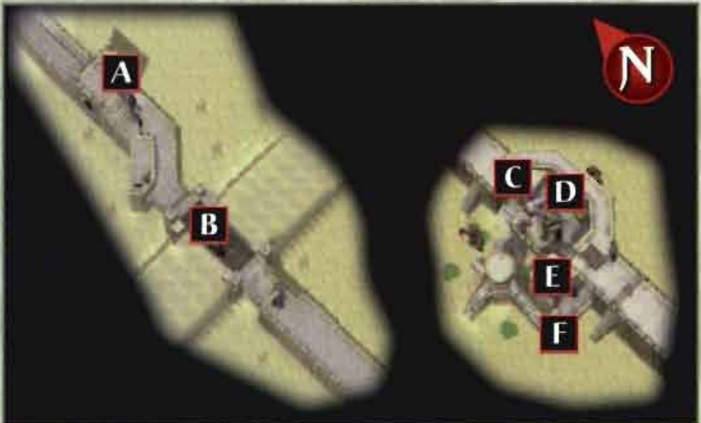
Head west to reach this oceanside fishing spot. You can access this fishing spot only if you have encountered the sign while traveling the northern road to Shyde.



This fishing spot consists of a long beach capped by a rocky outcropping to the east. These rocky areas are the best place from which to cast your lure. You should be able to see a pair of buoys from the northernmost outcropping.

The best fishing can be found among the rocks standing proudly against the surf. Be careful—the same rocks that attract the largest fish can also catch your line. Cast *between* the rocks, pulling your line very slowly should it catch on one of the jagged edges. Your best lure in such conditions is the Deep Diver. It does a good job luring the bottom-dwelling fish that frequent this area.

Shyde (31)



A. Tavern
B. Sandflier Bridge
C. Supply Shop
D. Weapon Shop
E. Inn
F. Fish Trader

"I knew zis was zee place to be to sell!"

Once you have finished your fishing trip, head back to the main road and continue to Shyde. This settlement lies on the edge of the desert, making it a sandflier port for many traders coming through the area. One such trader sits near the main entrance to the city. He has a variety of exceptional weapons among his wares. Unfortunately, he has no interest in Zenny—only fish.

MISSION TIP

The Fish Trader has a little something for everybody—the Ruby Scepter for Nina, a Broad Sword for Ryu, a Flail for Cray, Earth Claws for Ershin, and a Firangi for Scias. These glittering prizes are worth your efforts at the fishing hole.

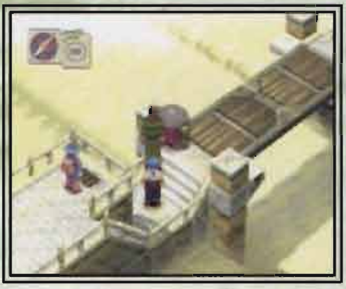
Curved sword of Southern origin

Stop by the Supply Shop to stock up before venturing south into the Wychwood. If you have any extra Zenny, the neighboring Weapon Shop also contains some valuable items. Explore the marketplace, talking with everyone who will speak with you.

MISSION TIP

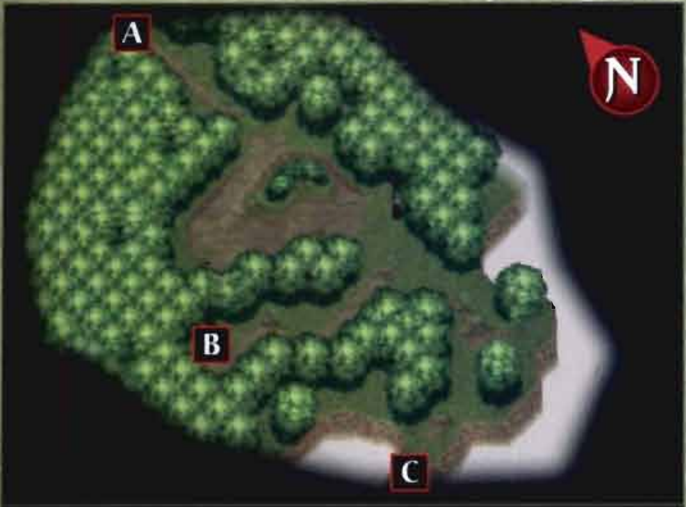
The old man under the walkway near the Weapon and Item Shops will trade for your Lead Ball, offering you more valuable treasure.

Once your curiosity is satisfied, climb the stairs near the west end of the market to the walkway overlooking the city. Head north along the main gangway to explore the Sandflier Bridge. This bridge rises only for an incoming or departing sandflier. Cross the bridge while it is down to investigate the rest of the settlement.



Continuing northward, you find a tiny Tavern, empty of even a single guest. It will remain so until the sandfliers that frequent Shyde return from their various missions. Once you have investigated every corner of the city and spoken with every resident, make your way back to the main road.

Wychwood (32)



A. Start
B. Healing Herb - 3
C. Exit

Superficially, Wychwood resembles the forested hills of much of the Ludia area. However, something sinister lurks about. Head southeast, exploring the twists and turns of the forest floor.

MISSION TIP

Have Ershin give the trees of Wychwood a swift head butt. Chances are you will be rewarded with some nutritious Berries. Although you may occasionally be stung by a caterpillar for a single point of damage, you can continue to knock your head against the tree trunks for a virtually unlimited supply of Berries.

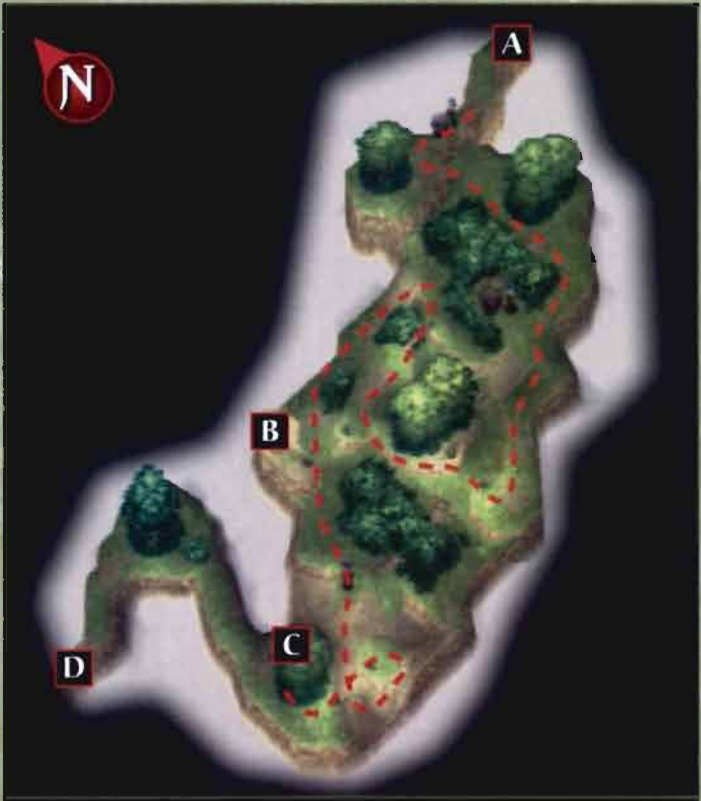
You found:
Berries!

You encounter a small army of NutTroops and NutArchrs as you pass through the Wychwood. These little terrors are best eliminated with low-cost spells such as Burn or Eddy. The double attacks Scias gets with his deadly Jang'do are also good at connecting with the agile NutTroops.

MISSION TIP

Go down a small trail to the southwest to discover a chest filled with a triple dose of Healing Herbs.

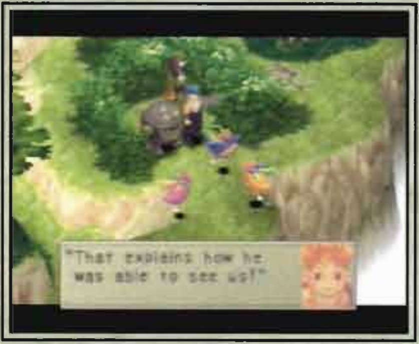
You found:
Item: Healing Herb
Quantity: 3



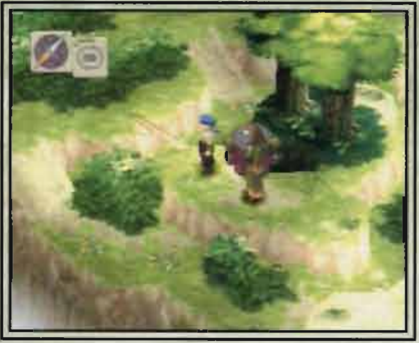
A. Start
B. Magic Shard
C. Nina's Tree (Bird's Nest)
D. Exit

Continue to the southeast until you encounter a long land bridge that spans a misty cannon. As you cross this bridge, the mysterious and mischievous forces that abound in the Wychwood unleash their power—shrinking Nina to an insect's size.

While the party looks frantically for Nina, a nearby bird mistakes her for a bite-sized morsel and carries her away. Vowing to search for their lost friend, Ryu, Ershin, and Scias make their way deeper into the forest.



"That explains how he was able to see us!"

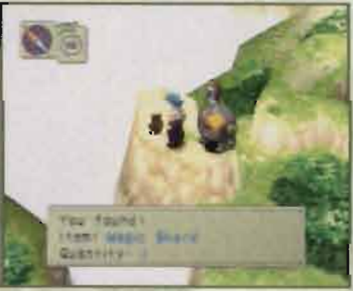


After only a few steps, the curious spirits that have worked their mojo on Nina creep closer to torment the remaining encroachers. Lucky for you, Ershin is somehow able to perceive these mischievous faeries. Instead of inciting wrath, they are fascinated by how Ershin, a mere mortal, could see them at all. After a playful conversation, the faeries inform you what happened to poor Nina.

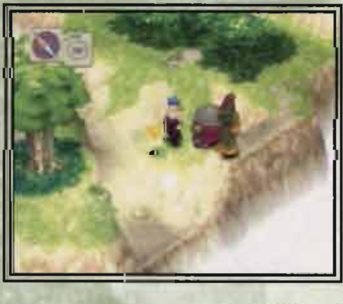
Follow the southern edge of the grassy cliffs until you come to a place where you can jump to a large, tree-covered plateau. Hop on over, crossing through the trees to find a fallen branch. This wispy log allows you to cross to a neighboring plateau—barely.

MISSION TIP

While on the forested plateau, look to the west for a spot where you can jump to an adjoining outcropping. You find a Magic Shard there.

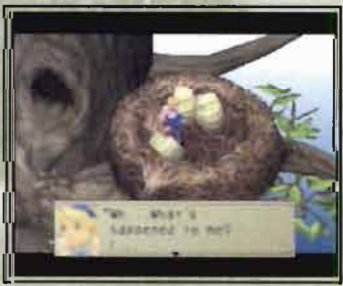


You found!
Item: Magic Shard
Quantity: 1



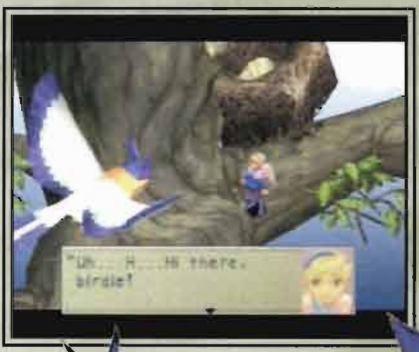
Once there, make your way down a land ramp and follow the northern edge of the cliff face. You eventually come to a sandy ravine. Cross it quickly, then climb a land ramp you find on the ravine's southern side. From here you can hop across the ravine via a jump point. Now have Ershin give the closest tree a pop with the old noggin to jar Nina from her slumber.

Birds Nest



"Wh... what's happened to me!?"

With Ershin's playful little head butt, Nina is startled awake. After a few moments of shock at her tiny size, Nina concludes that hanging around the nest of a hungry bird just isn't a good idea. Head north along a tiny ramp made of twigs and string, then west off of the nest itself.



"Uh... H....Hi there, birdie?"

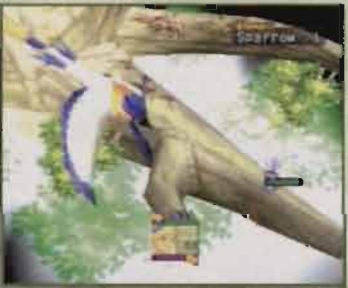
As you take a few steps away from the nest, your winged captor returns with a juicy morsel of bug for Nina to chew on. Apparently, this mama bird has mistaken Nina for one of her chicks. But it doesn't take long for the Sparrow to realize her mistake.

Battling the Sparrow

Enemy - Sparrow

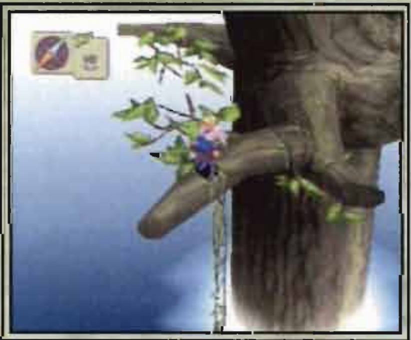
HP: 600	**Agility: 50**
AP: 30	**Wisdom: 3**
Power: 46	**Exp: 250**
Defense: 30	**Zenny: 100**

Special: Feeding Time, Ponder

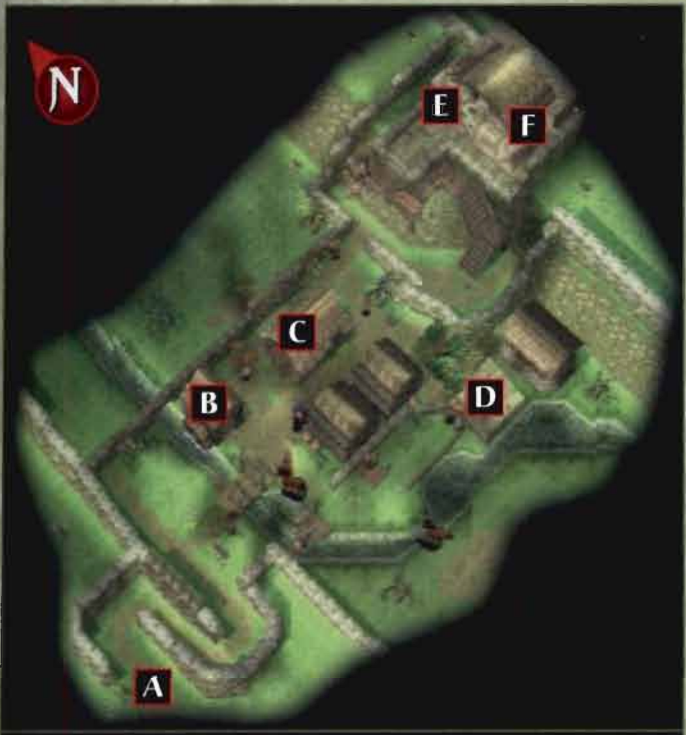


The Sparrow is a relatively easy creature to defeat. It has a meager 600 HP, so a couple of potent Sever attacks should scare it away. If you attack quickly, this entire combat should last no more than two turns.

After easily vanquishing the misguided Sparrow, it's time to go out on a limb—the limb to the north. You find a makeshift ladder of moss, string, and twigs. Use it to climb down off your perch. Nina reverts to her former size as she falls from the tree. When everything is back to normal, exit Wychwood by following the narrow isthmus of land to the northwest.



Worent (33)



A. Start
B. Mill (Puppeteer)
C. Inn (Weapon's Merchant)
D. Stables
E. Elder's Meeting House (Master Una)
F. Kahn

"Well, hello again, everyone!

From the Wychwood, head east to reach Worent, Cray's hometown. Worent is a well-defended city, with twisting roads and high stone walls. Make your way deeper into the city, conversing with any of the Waren that will talk with you. When you have spoken to everyone near the city's main entrance, make a quick trip to the Mill. It's to the north, right after you cross the river near the city's entrance.

Inside the Mill, you find an old friend—the puppeteer! This traveling performer really gets around. Speak with her to learn neat tricks about connecting attacks, combo hits, and combo effects. She is a good source of useful information!

Make your next stop the Inn, just to the east of the Mill, to rest and replenish your strength. Nestled in the back of the shop is a Weapons Merchant. Purchase any of the weapons that you may not have been able to afford earlier.

Talk to every Waren you can as you make your way toward the east end of town. Climb the long, winding staircase you find there on your way to the meetinghouse of the Worent Elders.

Sounds like Cray's gotten himself into quite a fix!"

The Worent Elders are extremely concerned by what you tell them. Helping Cray is beyond their ability, but they think that Tarhn, Cray's mother—the wife of the previous chief—may be able to assist you. Unfortunately, she is presently camped deep within the Gold Plains, a vast nomad's land south of Worent. Recommending that you find a horse and seek Tarhn's encampment, the Elders' Council adjourns.

MISSION TIP

Look for a side door to the Elders' meeting room. After chatting with the Elders, head through the doorway and down the stairs you find beyond it. In a dark, dank little cellar, you find a complete set of ManlyClothes.

You found!

After speaking with the Elders, head to the southeastern corner of their meeting hall to find a ladder leading to a loft. In the loft is Una, a Waren combat master. Head outside and you also meet her hulking brute of an apprentice, Kahn—the same Kahn whose butt you kicked back in Synesta. Although he hollers and threatens your party, Kahn is all talk when his mistress Una is near.

When you make your way outside and down the steps to the city center, Kahn becomes much bolder. Make sure you are prepared, with every party member's health at maximum. You are in for a vicious grudge match!

Battling with Kahn: Round 2

Enemy - Kahn

HP: 3,500	Agility: 40
AP: 8	Wisdom: 60
Power: 66	Exp: 2,000
Defense: 40	Zenny: 0

Special: Tiger Fist, Focus, Shout

Kahn is back—and this time he's mad! In addition to all the moves he had before, Kahn has learned all-new attacks. His Tiger Fist is a particularly potent and deadly attack, allowing him to strike every member of your party in combat simultaneously. Guard early in combat and attempt to learn Tiger Fist.

Even with his older abilities such as Focus, Kahn is capable of inflicting terrible amounts of damage in a single strike—up to 500 points. Keep your health high and attack mercilessly. Have Ryu and Nina hit him with their most effective spell combos, while Scias nails him with his deadly ShiningBlade ability. With a little luck, and a few Healing Herbs, you should send Kahn back to Master Una, nursing yet another beating.

Once you've beaten Kahn, hightail it back to Master Una's loft. She chastises you briefly for beating the stuffing out of her latest apprentice. Apologize and she takes you under her wing. Her will power is Wild, an ability that increases the damage of your blows, yet makes them slightly less likely to hit. Scias and Ershin are the best candidates for such an ability, although Ryu should also be considered.

Master Una sends you on your way, telling you that once you have learned to inflict 1,500 points of damage in a single combo, she will teach you new skills. Chances are that you have already performed this task. If so, immediately engage her in conversation again. She teaches you Pilfer, a useful ability that allows you to collect treasure *while* you are fighting an enemy. Return to her again once you have inflicted 3,000 points of damage in a single round of combo attacks to learn another ability.

Una
"How's it going?

Your next destination is the Stables. You need a horse to explore the Gold Plains—they are simply too vast to cross on foot. Unfortunately, you quickly realize that no one in your party knows how to ride a horse. Lucky for you, the stableman also has a Whelk—an odd squid-like creature from the land of Astana. It takes a special liking to Ryu.

"Once you get to the
Plains, head east

With more than a little reluctance, the stableman agrees to lend you the Whelk. Before you leave he gives you instructions on how to find Tarhn once you reach the Gold Plains. Head east until you reach a big rock, then turn northeast. With your new Whelk in tow, leave the safety of Worent and head to the Gold Plains.

Gold Plains (34)

The Gold Plains are absolutely vast! Without the help of your trusty Whelk, you would have no chance of ever finding Tarhn. Begin by moving forward. Note how the compass turned so that you are already heading east. Continue heading east until you come to a huge rock.

MISSION TIP

If you see birds, you know you are on the right track. There are large concentrations of birds near both the huge rock and Tarhn's camp.

New Encounters

Enemy - Nut Mage

Nut Mage
Ryu

HP: 100	Agility: 1
AP: 20	Wisdom: 55
Power: 56	Exp: 200
Defense: 25	Zenny: 70

Special: Flare

In the Gold Plains, you encounter another member of the Nut family—the Nut Mage. Although the Nut Mage can be formidable when attacking you, he is so easy to eliminate that you rarely have to face that problem. Simply hit the Nut Mage with a low-cost spell such as Burn or Eddy (depending on what you've assigned to Ryu) to wipe him out before he gets a chance to attack.

Once you reach the major outcropping of rocks, stop and turn northeast. Now continue, looking for the telltale birds that indicate your proximity to Tarhn's encampment. Long before you reach the camp, you can see the smoke of her cooking fire. Continue until Ryu and his Whelk enter Tarhn's camp.

Tarhn's Camp (35)

Ryu is welcomed warmly into Tarhn's camp, and invited to sit by the fire. Tell Tarhn every detail of Cray's predicament. Tarhn notices how weary Ryu is from his journey and offers him a place to sleep while she ponders the situation. Rest in the tent for the night and continue the discussion in the morning.

In the morning, Tarhn is ready to speak about Cray's situation. She asks for any advice Ryu might offer. Have Ryu mention the King's Sword and how it was broken. Tarhn suggests that if a copy of the shattered sword could be fashioned, the tensions surrounding Cray might be eased. She knows of a smith in the vicinity of Mt. Glom who may be able to help. With that information, make your way back to Worent to discover the location of Mt. Glom.

"Considering what's happened...

"There's a volcano called Mt. Glom south of here.

NOTE: *On the way out of the Gold Plains, Ryu must meet with the rest of the party and explain the situation. Once you have done so, exit the Gold Plains and return to Worent as quickly as possible.*

Once you have returned to Worent, speed to the Elder's meetinghouse. Discuss the situation with the Elders, one by one. They give you directions on how to reach Mt. Glom when traveling in the Gold Plains. First head east, then turn to the south when you reach the large stone. You'll see a mountain with a plume of smoke coming out of it.

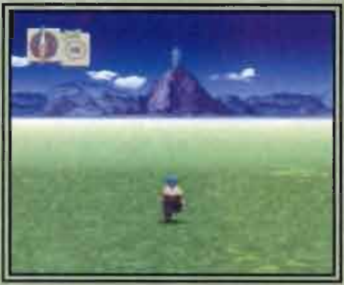
"To get to Mt. Glom, you first have to

NOTE: *Chat with the Waren guarding the bridge into the city. He gives you some valuable information about the location of a shrine hidden in the Gold Plains. The Waren also tells you of the shrine's priestess—a nomadic resident of the Gold Plains that you have only recently met.*

"Do you know there's a shrine out on the eastern edge of the Golden Plains?

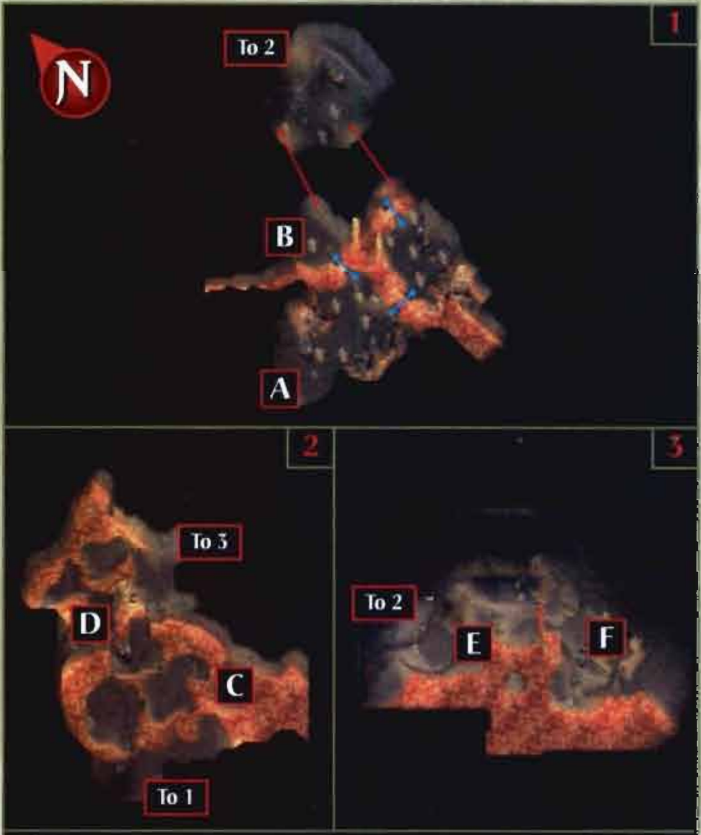
Gold Plains (34)

Return to the Gold Plains—this time without your trusty Whelk. Have Ryu run due east until you reach the large rock at the center, then head south.



Mt. Glom is already visible, its trademark plume of smoke rising from the top. Continue to run toward the mountain until a thin haze begins to form at its base. When you finally reach the mists, you enter the Mt. Glom region.

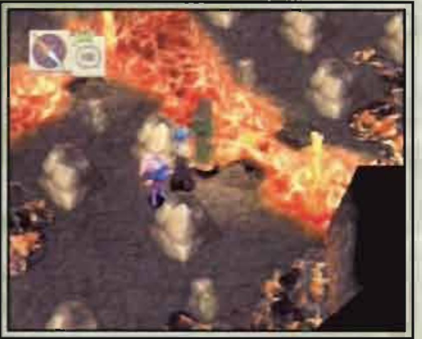
Mt. Glom (36)

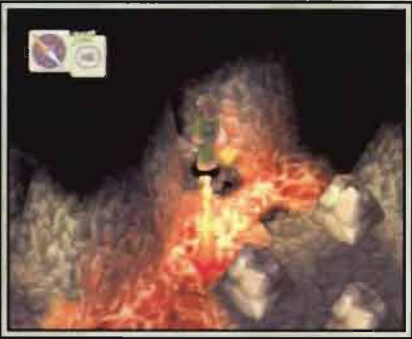


A. Entrance	E. Molotov - 4
B. Fire Ward	F. Smithy's House (Exit from Caverns)
C. 600 Zenny	
D. Vitamin - 2	

MISSION TIP

If you have it, outfit Ershin with an Ice Punch. Almost every enemy in the caverns is especially vulnerable to water-based attacks.



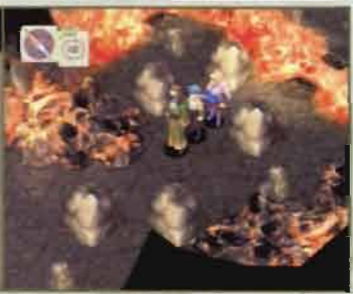


Once you reach the base of Mt. Glom, your party must enter the caverns that run through it. The caverns are dark and foreboding, with tiny rivers of molten lava running though it. Hop across these smoldering rivers to ashen plateaus of safety by using jump points.

You find fissures in the face of the rock walls when you reach the northeastern side of the cavern. Use them to move to new chambers within the mountain. There are two different fissures and either crack will get you through.

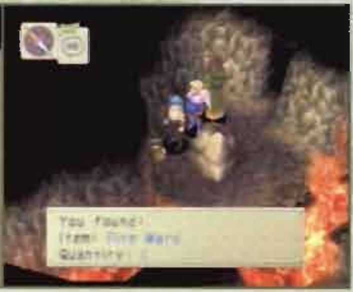
CAUTION

Beware of the broken red tracts of ground–molten lava is surfacing here. If you step on these spots, you will take considerable damage. All characters visible on the screen will take 30 to 40 points of damage per misstep.

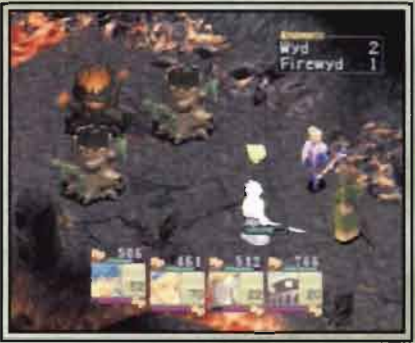


MISSION TIP

Collect a Fire Ward before crossing into the second chamber within the Mt. Glom caverns.



New Encounters

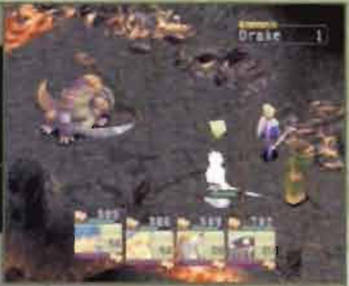


You encounter some old favorites and new monsters within the caverns of Mt. Glom. Wyds make frequent cameos, although many times they are already transformed into their more powerful Fire Wyd form. Drakes are all-new nasties.

Enemy - Drake

HP: 1,000 **Agility: 1**
AP: 30 **Wisdom: 50**
Power: 60 **Exp: 220**
Defense: 38 **Zenny: 210**

Special: Burn, Flame Strike, Rejuvenate



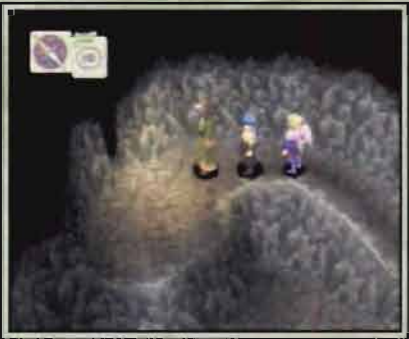
Drakes, much like Wyds, only grow stronger if you use fire-based attacks against them. Until they are "upgraded" by fire, Drakes use only a rather anemic Burn attack that typically does less than 50 points of damage. However, after they have tasted fire, Drakes use their potent Flame Strike attack, which causes considerably more damage. Attacking a Drake with fire triples the amount of experience points you receive for defeating it!

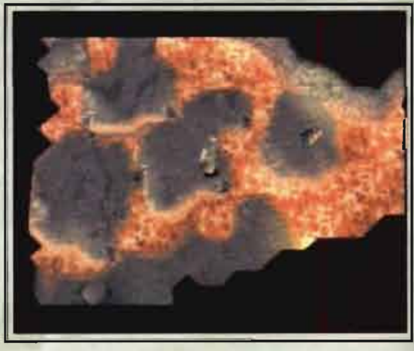
When combating Drakes, hammer them with water-based spells, such as Frost, or with direct physical assault. Even when strengthened with fire attacks, a Drake can be eliminated quickly with the combined force of your entire party.

Power up a Drake with a fire-based attack the first time you meet it. Then put the entire party in Guard mode to learn the deadly Flame Strike attack.

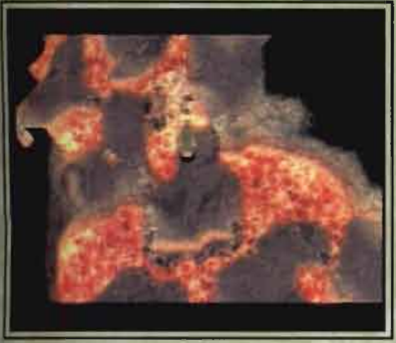
Ascend the land ramp on the northeastern side of the cavern, climbing through the fissure to enter the next chamber.

The next chamber is tricky. You are faced with a series of linked plateaus floating atop a sea of molten lava. As you move around this chamber, you eventually encounter one of the many monsters roaming around. After you combat the creatures, the plateaus reconfigure themselves, moving farther apart. After the following encounter, the plateaus revert to their original positions.





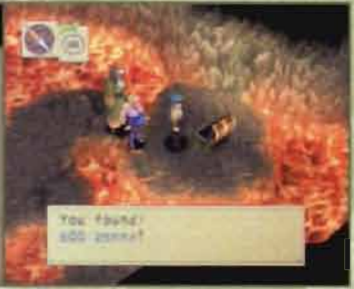
Move to the northernmost plateau, circling it until you encounter an enemy. After you have eliminated the threat and returned from the combat screen, a powerful quake thrusts the plateau you are standing on into the air. With the plateau in this new position, you can reach both the chest to the north and the ledge to the east. Collect the Vitamins in the chest before continuing eastward.



Once you have made it to the ledge on the far side of the cavern, continue east to a large crack in the rock face.

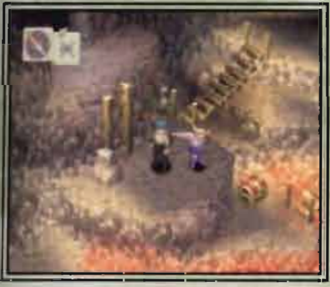
MISSION TIP

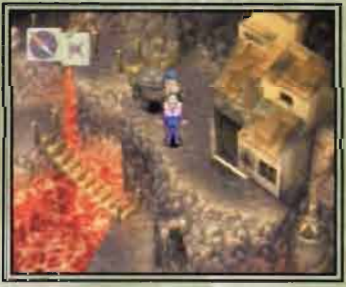
For a quick 600 Zenny, cut to the farthest southeastern plateau. After a quake, you have access to a chest full of treasure!



You found:
600 zenny!

This is the first sign of civilization you have seen—ladders and primitive rope bridges span the many ravines and lava rivers in this chamber. Make your way to the southeast, using this system of bridges, until you come to a tiny blacksmith shop.

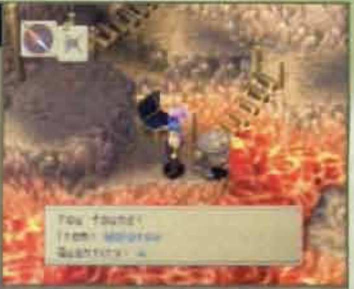




Here you find the smith you have been searching for. He happily agrees to make another King's Sword for you, but he needs certain materials to construct it. Faerie Drops are a rare metal vital to the smelting of a King's Sword. Because Ershin can see faeries, just find a small group of these little imps and return with a Faerie Drop. Use the trapdoor on the far side of the smithy's shop to exit the caverns and be on your way.

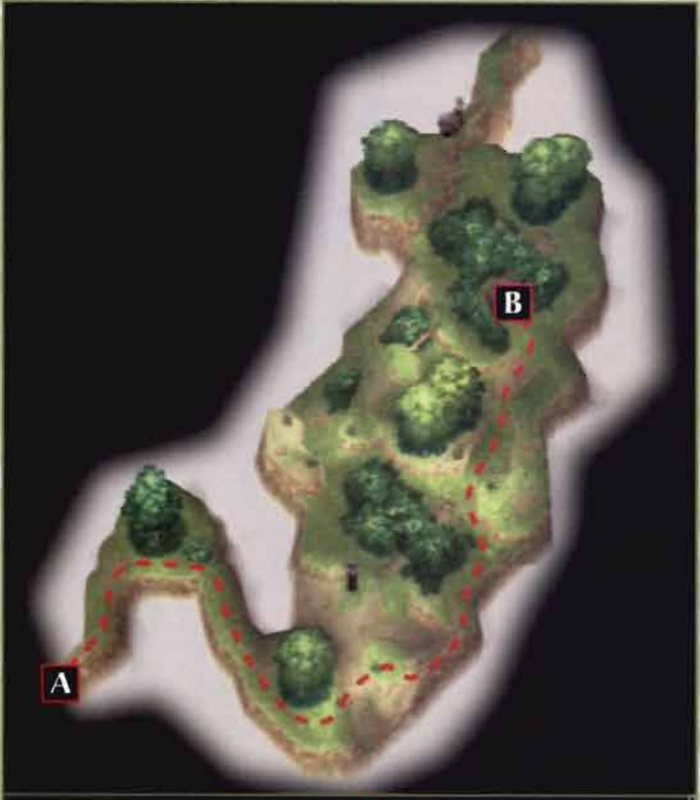
MISSION TIP

Before leaving Mt. Glom, head back into the final cavern. After descending by the trapdoor in the smith's shop, head toward the western passage. It may be difficult to see, but it is there. This spits you back into the final cavern, this time on a lower level. Use the series of rope bridges to reach a chest filled with four Molotovs.



You found:
Item: Molotov
Quantity: 4

Wychwood (32)



A. Entrance **B. Meet faeries here**

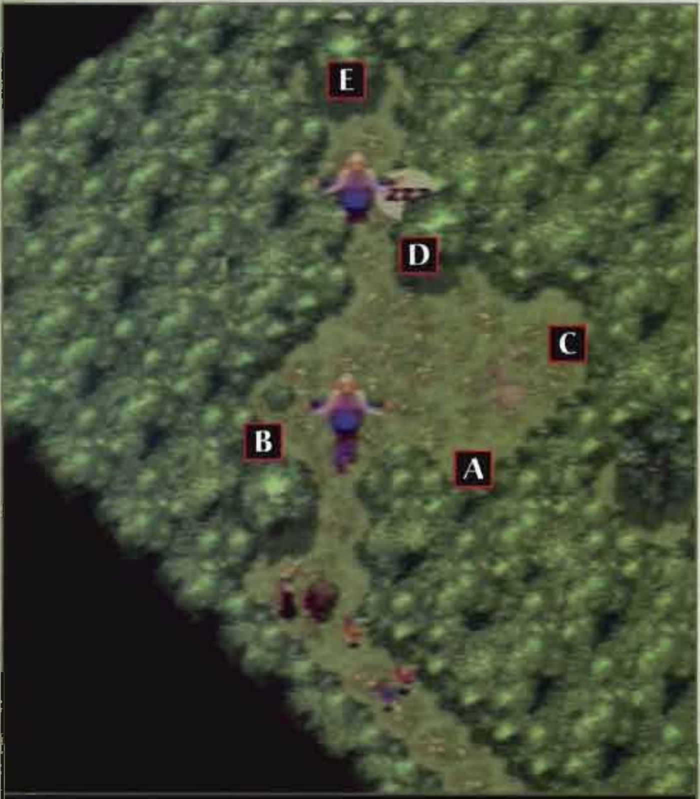
"I heard a voice.
Did you?"

"What!? A
Faerie Drop?"

Return to Wychwood—the last place you encountered the faeries. As you enter the forest, you hear the telltale giggle of these mischievous little imps. Continue south until you reach a jump point. Hop across the small sand-filled ravine to the adjoining plateau. From there continue east, hugging the cliff's edge.

You soon see the glittering sparks of a group of playful faeries. Move closer to engage them in conversation. After learning of your quest to find Faerie Drops, they tell you the only place they can be found is in their homeland. Ordinarily, normal mortals cannot visit their realm. But because you have a dragon in your midst, you can join them for a visit—they think.

World of Dreams

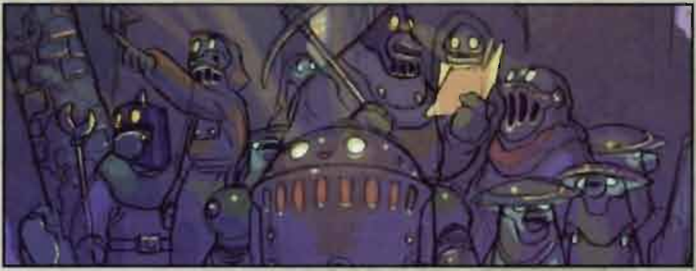


A. Chkom
B. Nmago
C. Kyo
D. Udy
E. Bokta

"We faeries used to
live here, in the

The realm of the faeries is known as the World of Dreams. Unfortunately, a dream—a very bad one—is keeping the faeries from living in their home. Nightmares have infested the World of Dreams. Eliminating these nasty dreams is your price for a Faerie Drop.

You can hear them snoring about the trees and bushes. Nightmares are actually invisible until you engage them. Simply move near the sound of snoring and hit ×. After a cute line and quick threat, combat ensues.



MISSION TIP

Move systematically through the glens of the World of Dreams, eliminating one nightmare after another. Make sure you are restored to full health between battles.

Enemy - Bokta

HP: 1,500 **Agility: 40**
AP: 100 **Wisdom: 10**
Power: 62 **Exp: 300**
Defense: 50 **Zenny: 60**

Special: None

Bokta is undoubtedly the easiest of the nightmares to defeat. Although it's not especially vulnerable to either spells or physical attacks, Bokta's attacks are unlikely to damage you and it has no special abilities to speak of. This will be a very short, very one-sided battle.

Enemy - Chkom

HP: 1,600 **Agility: 45**
AP: 100 **Wisdom: 20**
Power: 60 **Exp: 320**
Defense: 50 **Zenny: 50**

Special: Sleep, Rock Blast

Chkom is the second son of Fantam. He is slightly more powerful than his brother Bokta, and he has numerous special attacks. Chkom is relatively resistant to both magical and physical attacks—there is no secret punch that can take him out in a single blow. Instead, whittle away, saving your precious AP points and special attacks for more fearsome opponents.

Enemy - Nmago

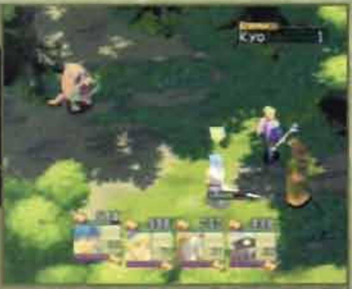
HP: 1,700 **Agility: 20**
AP: 100 **Wisdom: 33**
Power: 60 **Exp: 340**
Defense: 48 **Zenny: 40**

Special: Flare, Sever, Frost, Rock Blast

Nmago isn't as likely to use his special abilities as are his brothers. He is also much more susceptible to physical attack than other nightmares. His only major resistance is to Nina's attack. Once again, place her in the rear ranks, leading with your best warriors. With the combined force of Ryu, Scias, and Ershin, Nmago's days are numbered.

Be careful of Nmago's elemental attacks. He possesses one special attack from each elemental type, and he has a talent for matching up the special attack with your character's individual vulnerabilities.

Enemy - Kyo

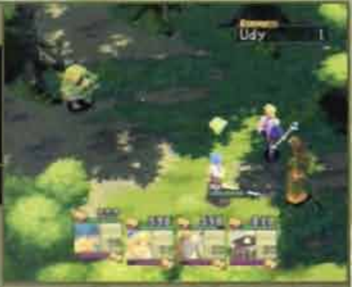


HP: 1,800	Agility: 55
AP: 100	Wisdom: 60
Power: 60	Exp: 360
Defense: 56	Zenny: 30

Special: Feint, Recall

Nina's abilities and most wind magics are completely ineffective. Instead, use physical attacks, lead by Ryu, Scias, and Ershin. Beware of Kyo's numerous special attacks—he uses them often. Don't waste AP with special maneuvers. Simply chop him down methodically, healing your characters as necessary.

Enemy - Udy

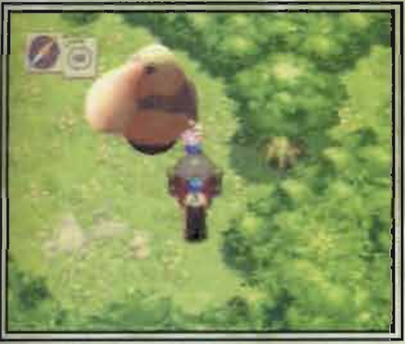


HP: 1,900	Agility: 48
AP: 100	Wisdom: 40
Power: 64	Exp: 380
Defense: 50	Zenny: 20

Special: Drain, Leech Power

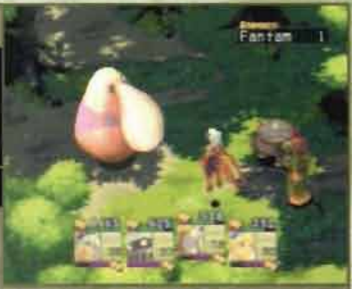
The secret to taking Udy down is magic. Magical attacks do normal damage, and combination attacks are especially devastating. However, Udy is all-but-impossible to hit with physical strikes. Concentrate on the magic, using low-AP-cost spells such as Burn, Eddy, and Frost.

His Drain attack is especially lethal. Not only does it reduce your hit points significantly, but it increases Udy's by the same amount.



Once you have defeated all of his lesser minions, you have to deal with the Big Kahuna himself—Fantam. This big-nosed, bulbous bully comes bounding from the sky, ready to battle the faeries' would-be liberators. Engage him as you did all of his helpers, and rid the faerie's homeland of his corrupting influence.

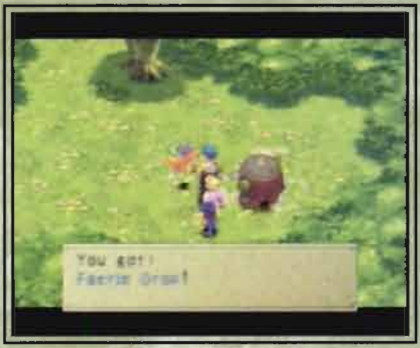
Enemy - Fantam



HP: 5,000	Agility: 45
AP: 1,000	Wisdom: 20
Power: 66	Exp: 5,000
Defense: 40	Zenny: 1,800

Special: Nose Dive, Vacuum

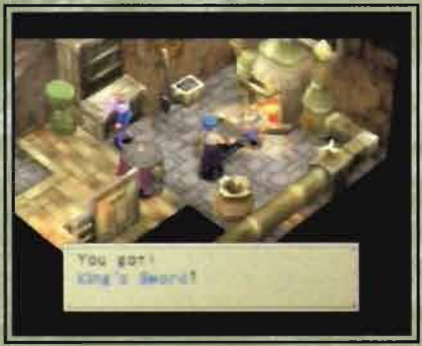
Here is the big one—don't hold anything back. Immediately transform Ryu into his dragon form and place Nina in the rear ranks. When fighting Fantam, stow the magic. Instead, hit him with everything you can, physically. When wearing Ice Punch gloves, Ershin is absolutely devastating. Keep hammering away, and you should be able to obliterate this big-nosed bully in five turns or less.



You got!
Faerie Drop!

With every nightmare defeated and the World of Dreams once again free, the faeries shower you with praise, thanks, and of course, a fresh "squeezed" Faerie Drop. Once you have your prize, the entire party is transported back to Wychwood. Exit quickly and make your way to Mt. Glom—you have a date with a smith!

Smith's Shop (37)

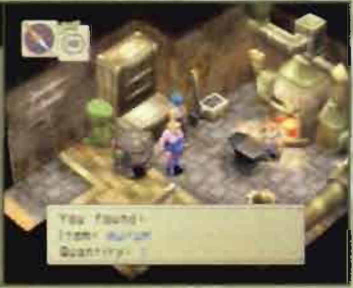


You got!
King's Sword!

Return to the smith within Mt. Glom. Using your Faerie Drop, he makes you a perfect imitation of the King's Sword. With it, you can help Cray. After thanking the smith, send your party down the trapdoor in the floor and head back to Castle Ludia.

MISSION TIP

Don't forget the Aurum stashed in the smith's cabinet. With all of the new skills you have been learning, your party is probably in desperate need of it.



Ludia (29)

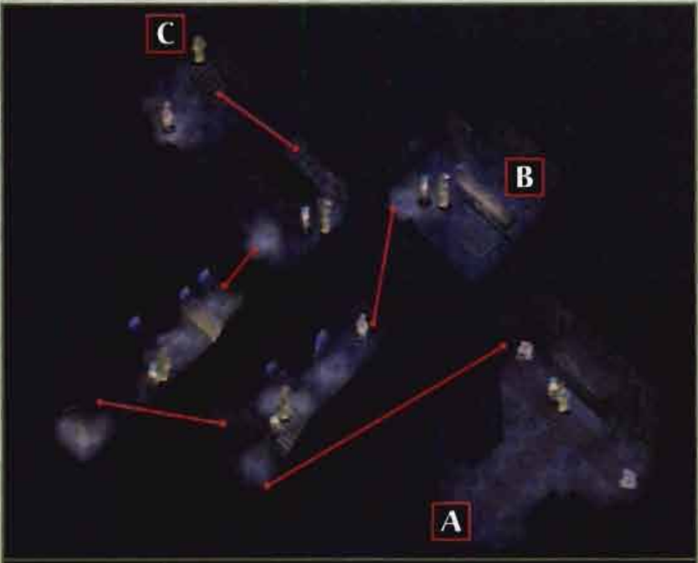
Upon returning to the castle, you make a startling discovery. The Empire has just returned a fake King's Sword—in exchange for some costly changes to the treaty between the Alliance and Ludia. The High Council of Ludia is incensed at having to make such concessions, and they intend to take out their anger on Cray's little Waren hide.

With no choice left, Nina and Ryu agree to break Cray out themselves, under the cover of darkness. Head back to your room in Ludia and wait there for nightfall. When the city has finally fallen asleep, make your way to Castle Ludia.

MISSION TIP

Before entering the castle, head back to the mills to find a man standing in the darkness. He will trade your "treasure" for one that is more valuable.

Castle Tudia



A. Start (Castle Entrance)
B. Artemis' Cap
C. To Cray's Prison Tower

"He certainly is keeping an eye on us, isn't he?"

At this hour, the castle is deserted except for a few guards. You must defeat them to move deeper into the keep. Unlike your other opponents, these guards must be defeated in the very first round of combat. Otherwise they will call for help and end your late-night excursion.

NOTE *If you are too slow in your battle with the guards, your party is ejected from the castle and you must start again. Luckily, the guards that you have already defeated remain comatose, laid out on the floor.*

"Wh-whoa!"

New Encounters

As clean as you'd think a royal castle would have to be, you still find ToxicFlies and the occasional group of surly Roaches. Along with these familiar foes, you also face Troops, and their more powerful brothers, Soldiers.

Enemy - Troop

HP: 500
AP: 100
Power: 57
Defense: 45
Agility: 200
Wisdom: 10
Exp: 200
Zenny: 100

Special: None

The key to defeating the Troop is a series of powerful combo attacks. Typically a Firewind combination is enough to eliminate a Troop, but follow up with Scias's double-bladed attack just to be sure. Hit hard and fast—given the opportunity, a Troop will begin to Guard, making him extremely difficult to damage.

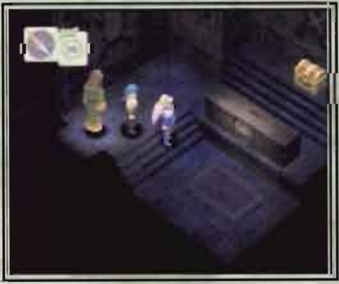
Enemy - Soldier

HP: 600
AP: 5
Power: 60
Defense: 55
Agility: 0
Wisdom: 3
Exp: 500
Zenny: 300

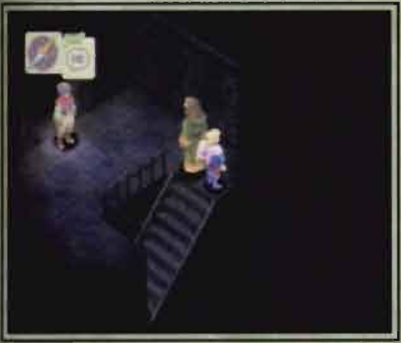
Special: None

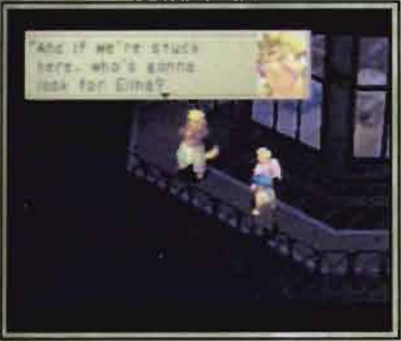
Soldiers are slightly tougher than other guards—but the recipe for defeating them is just as simple. Simply hit them with a Firewind or Jolt combo for some devastating damage. Remember, you must eliminate them in the first turn, or it's back to the castle courtyard for you.

Head north, engaging your first guard. Nail him with a quick series of powerful combination attacks. You need only inflict 500 to 600 points of damage to knock the guard unconscious.



Make your way eastward to engage yet another guard. Make quick work of this one just like the last, then continue into the royal tribunal room beyond the doorway he was protecting. Inside the tribunal room, investigate the chest on the far side of the room to find a potent magical item—Artemis' Cap.



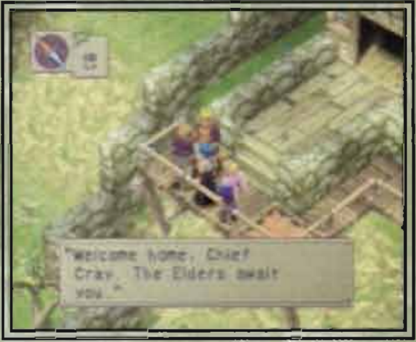

"And if we're stuck here, who's gonna look for Elina?"

Now head back into the hallway outside the tribunal room. A staircase on the north wall leads to the upper levels of Castle Ludia. Continue to make your way through the halls of the castle, defeating another pair of guards before reaching Cray's prison tower.

With the coast clear and all of the castle's guards snoozing, quickly engage Cray in conversation. It doesn't take long to convince him to join your little jailbreak. With Cray in tow, make your way through the castle halls and out of the city of Ludia.

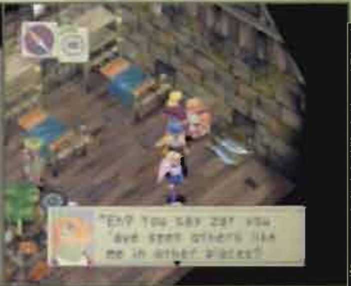
Worent (33)

Rush back to Worent immediately. With Cray's trial and threats of stern punishment from the Ludian Council, tensions between the Waren and the Alliance are at an all-time high. As soon as you reach the city, make your way to the Elder's meeting hall—they are already waiting for you.


"Welcome home, Chief Cray. The Elders await you."

MISSION TIP

Dropping by the Weapons Merchant inside the Inn is also a good idea. You can purchase the Spiked Rod, a potent new weapon for Cray.


"Eh? You say zat you 'ave seen others like me in other places?"

The Elders greet Cray with a mixture of relief and condemnation. Speak with them in turn until they tell you to speak with Tarhn. Her counsel will help Cray sort out the situation.

It's so good to see you again!"

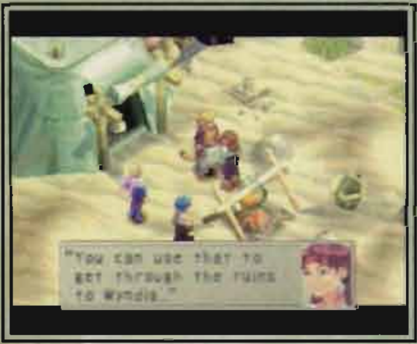
Are you fighting a lot?"

Head upstairs when you've finished with the Elders, and begin Cray's training with Master Una. Cray's fighting style lends itself well to Master Una's teachings. Once you are finished, leave Worent and head to the Gold Plains to speak with Tarhn.

Tarhn's Camp (35)

Back at Tarhn's Camp, speak with Cray's mother. You have a chance to describe the situation, then Tarhn suggests you get some sleep. Problems this large are best solved over breakfast. Rest, and continue the conversation in the morning.

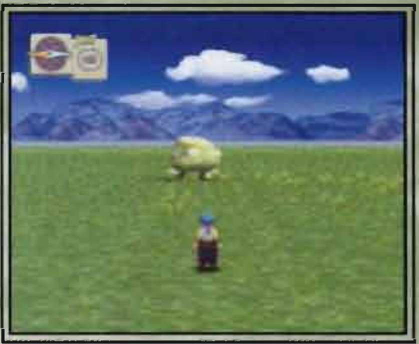
Let's think about what we should do now."


"You can use that to get through the ruins to Wyndia."

After a long discussion, Nina concludes that the entire problem is centered around Ryu. From what you have already learned, they are searching for a dragon—could Ryu be the focus of that search? Only the Wind Dragon of Wyndia can tell you for sure. Tarhn gives your party a Jadestone that, when placed on an altar within the shrine, opens a secret passageway to a series of tunnels. These tunnels eventually allow you access to Wyndia.

Gold Plains (34)

This means another trip deep into the Gold Plains for Ryu and the gang. Head eastward as usual, watching for the large rock that sits at the center of the Plains. Once you reach it, walk around the rock and continue eastward. Make sure you are heading due east—you can't afford much error in this.



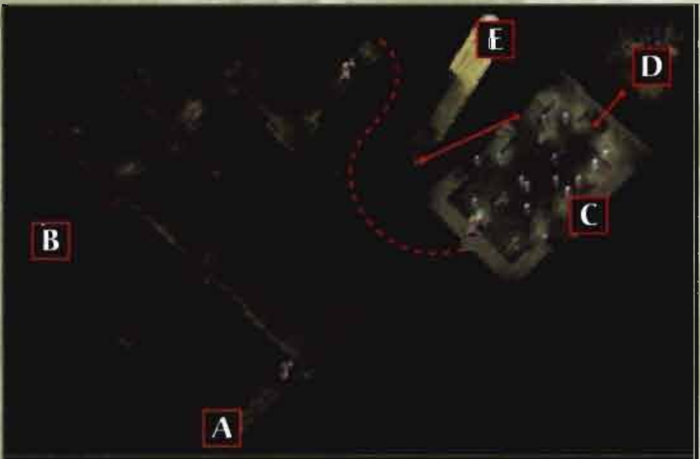
Keep going, watching for birds. Once you see your fine feathered friends floating around, you know you are on the right track. When you approach a large field of mists, you are almost there. Enter the mists to find the Ruins.

Shrine (38)

The Ruins turn out to be the Grass Dragon Shrine you heard so much about in Worent. Continue between the columns into the underground entrance.

Once inside, look for an altar in the center of the room. Move toward it and hit × when you are standing directly in front of the altar. Place the Jadestone in the altar's indentation—then step back. The large statue behind the altar shakes, then collapses into the floor, revealing a new passage.

The Ruins



A. Start
B. 500 Zenny
C. Silver Top - 4
D. Light Bangle
E. Exit

The passage leads to the Ruins—a dark and foreboding series of broken catacombs. Make your way forward, turning to the north when the walkway splits in two. Continue heading north, passing through a walkway intersection.

New Encounters

Enemy - Catrpilr

HP: 600
Agility: 10
AP: 20
Wisdom: 1
Power: 62
Exp: 90
Defense: 35
Zenny: 50

Special: Feint

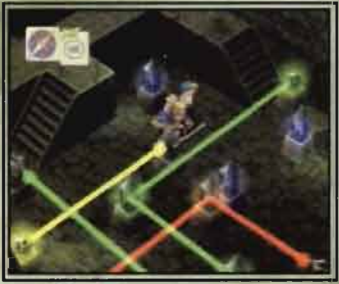
Catrpilrs infest the Ruins, moving in hungry packs of three. These voracious insects offer no real threat to your party—the damage they inflict is minimal, and Catrpilrs lack the durability to last long in combat.

The only danger is their potent Feint ability. This can not only incapacitate a character with a single attack, but it can cause that character to inadvertently target another party member. Another Catrpilr idiosyncrasy is that they seem to track and attack Nina with much greater tenacity than they do other characters. Put her on the back rank for safety.

Catrpilrs are extremely susceptible to magical attacks such as Command. Use this ability and watch the Catrpilrs tear each other apart.

Continue northward until you reach another four-way intersection in the road. Cut west to collect a chest filled with a bonanza of 500 Zenny, then turn east. Head east through two intersections, then turn south. Follow this path as it twists and turns until you reach a tall doorway.

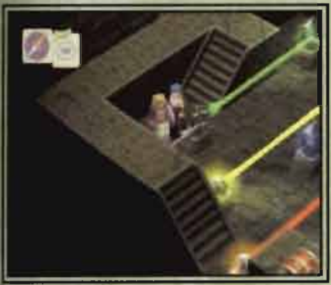
You found:
500 zenny!



You enter a huge room filled with glittering crystals and long, multicolored beams of light. Note the protruding bar at the base of the two crystals nearest to you. Move to the base of the crystal projecting the yellow beam and have Cray push it clockwise. This adjusts the course of the yellow beams.

CAUTION

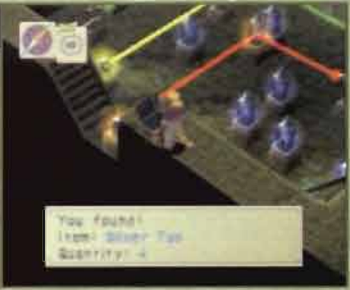
Keep your distance from the beams—they will burn you to a crisp if you accidentally touch them.



Now move to the base of the green beams of light, turning the bar counterclockwise. With these two adjustments, you can progress along the north wall, walking beside the green beams of light to a doorway exiting the room.

MISSION TIP

Climb the stairs directly behind you, then follow the wall south and east to another staircase. From here, walk between the beams of light until you reach the room's southeast corner. Then ascend the stairs you find there to collect the four Silver Tops in a nearby chest.

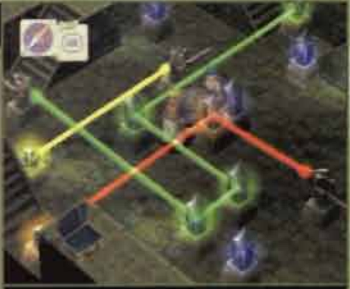


You found!
Item: Silver Top
Quantity: 4

MISSION TIP

A special treasure awaits you on the east side of the room—a Light Bangle. Collecting it can be tricky. First move the green laser so that its adjustment bar is facing south. Next, move the yellow laser so its adjustment bar points north. Now make your way toward the entrance to this room, and creep along the southern wall. From here you should be able to reach the red laser adjustment bar.

Adjust the red laser so that its adjustment bar is facing north. Now make your way back to the green laser using the same stairway on the south wall. Flip the lever so that the adjustment bar on the green laser faces west. Finally, head back to the red laser, rotating the adjustment bar until it points east. You should now be able to access the Light Bangle.



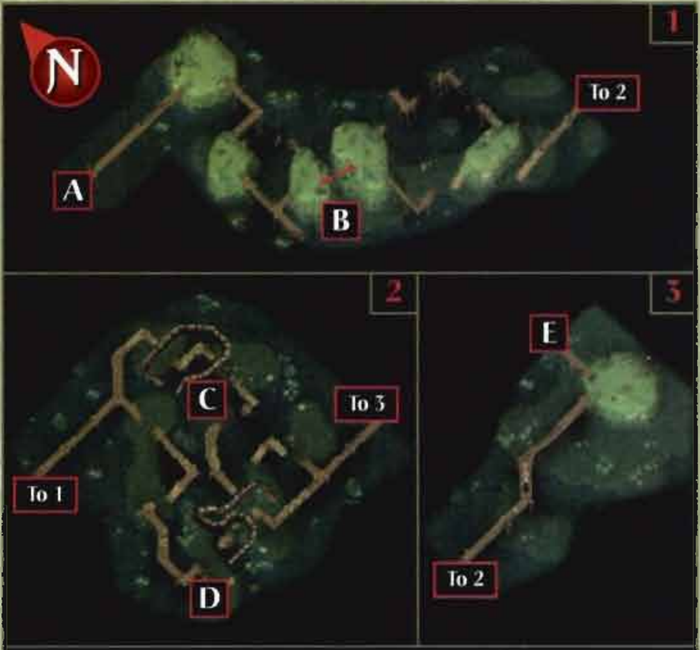
This should be the final configuration of the lasers on your way to collect the Light Bangle.

Once you've cleared the room of blazing death beams, climb the ridiculously long staircase. You surface in a small, hut-like shrine on the far side of the Gold Plains. After exploring the hut, exit the area and leave the Plains behind.

MISSION TIP

A man within the hut is willing to trade your "treasure" for a more valuable one. You must first have collected the Lead Ball from Sarai to take advantage of his generosity.

Ahm Fen (39)



A. Start
B. Baby Frog
C. Life Shard - 3
D. Scale Mail
E. Exit

The Ahm Fen is a vast and swampy landscape of lush islands and moss-covered waters. Rising high above the surface of the Ahm Fen is a series of makeshift wooden bridges. These bridges span the marshy distance from island to island. Use these rickety boards to make your way eastward, following the bridges as they connect to a small grassy glen of an island.

New Encounters

Enemy - Patrol

HP: 600	**Agility: 50**
AP: 20	**Wisdom: 1**
Power: 65	**Exp: 220**
Defense: 50	**Zenny: 80**

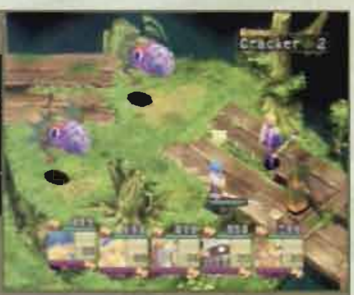
Special: Watch Enemy, Healing Herb

Patrols are much like the guards you have already met and defeated while freeing Cray from Castle Ludia. Do not underestimate them. Patrols can inflict terrible damage on your party. Hit them hard and early. Patrols rarely attack within the first two rounds of combat, so try to eliminate them within that time frame.

Enemy - Cracker

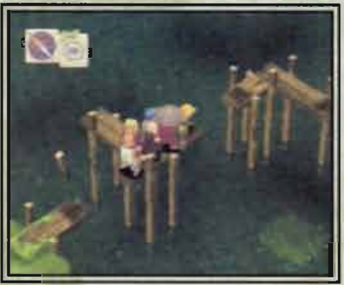
HP: 800
AP: 20
Power: 68
Defense: 44
Agility: 70
Wisdom: 120
Exp: 240
Zenny: 75

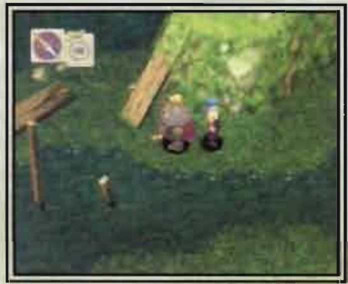
Special: Mind Flay



Crackers can be fearful opponents—under certain circumstances. If Crackers affect you with their potent Mind Flay ability, subsequent attacks will be much more deadly. Your best bet is to eliminate the hovering pests with an especially powerful combo attack such as Swoon or Simoon. The first time you meet them, place your characters in Guard mode for the first few turns against Crackers—Mind Flay is a useful ability to learn.

Continue to use the rickety catwalks to move from island to island in a generally southeast direction. Where the bridges are so worn with decay and neglect that they have missing spans, jump from island to island—post to post. The area is thick with roving Patrols, so keep your eyes open.

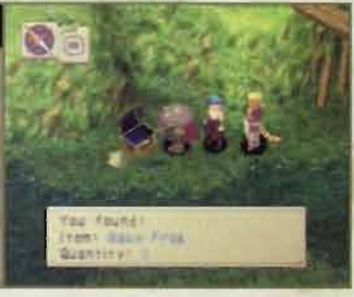




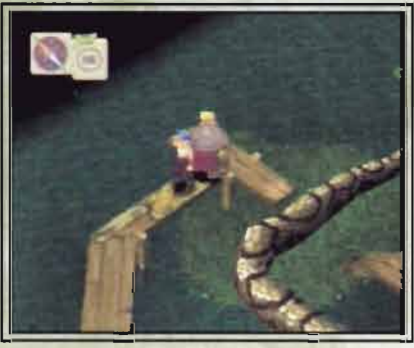
You eventually come to a broken plank that has fallen onto a thick layer of swamp grass. Climb down the plank onto the grass. Move eastward along the perimeter of the island until you find another span of fallen catwalk. Make your way up onto the stable portion of this bridge and continue eastward.

MISSION TIP

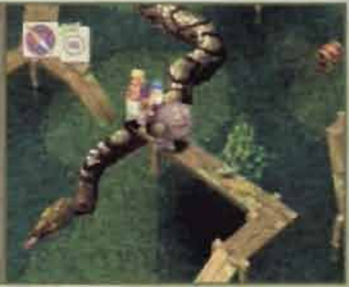
Cut westward along the bed of swamp grass to reach a chest containing a Baby Frog.

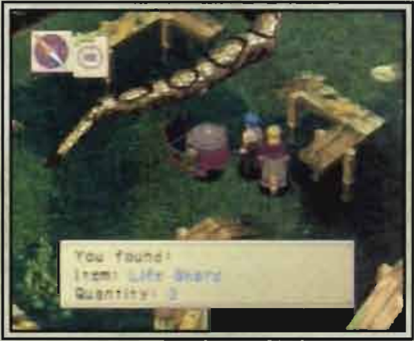


Continuing along this wooden bridge, you soon come across an amazing sight—enormous Ahm Snakes, so large you could even walk atop them. When the catwalk splits, use the eastern plank to continue. As your party crosses over a patched section of the bridge, the sound of your crossing startles these giant reptiles. They slither forward, allowing you access to a new series of wooden catwalks.



NOTE *Every time you walk on these patched and boarded sections of bridge, the sound causes the Ahm Snakes to slither a little bit farther. Walk back and forth across these spots as many times as possible to position the snakes as necessary to progress. The snakes slither clockwise—follow that movement from plank to plank to move more efficiently.*

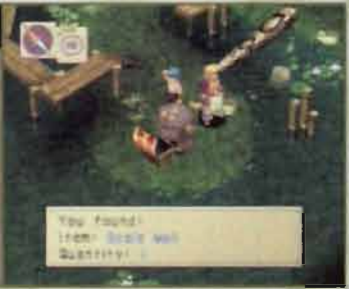




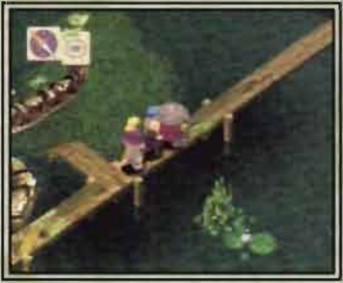
Climb along the back of the Ahm Snakes to move from plank to plank. When you can no longer progress, walk across a patched section of the bridges to startle the snakes into moving. Your destination is the central section of catwalk—and the trio of Life Shards hidden in a chest nearby.

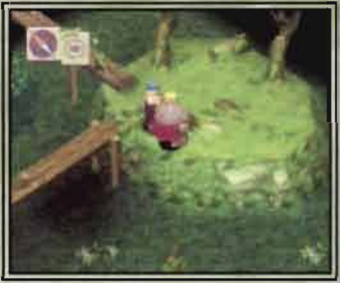
MISSION TIP

A suit of Scale Mail lies on the southwestern edge of this area. Use the water snakes' tender nerves to backtrack and collect yet another glittering prize. When you have captured your treasure, progress counterclockwise to continue.



Once you have collected this delectable prize, make your way back atop the catwalks, once again using a boarded span to startle the Ahm Snakes into slithering into a new position. Set your sights on another long catwalk spanning the marsh's southeasternmost corner.



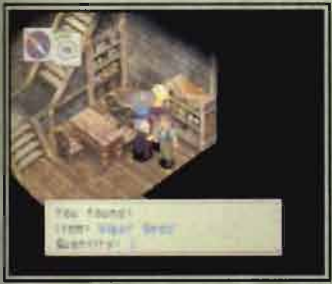


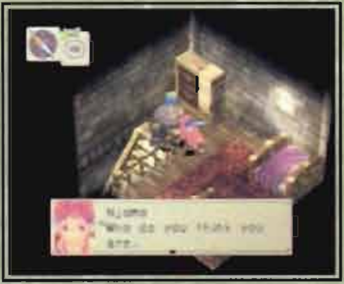
Following this long span of rickety wooden bridges eastward, you come to the final island of the Ahm Fen. Follow the catwalks north from the island to leave the marshy preserve behind you.

Faerie Hut (40)

Taking the road to the east, you find a strange little cottage nestled in the woods. This humble hovel is the home of a very unusual couple—a common villager and his faerie bride.

Talk with the happy husband downstairs, pilfering his cupboards for a Vigor Seed. After you have finished robbing the poor man's home, head upstairs to speak with his wife.


You found!
Item: Vigor Seed
Quantity: 1


Njomo
"Who do you think you are..."

His bride is Master Njomo. Although she is less than thrilled with your visit this time around, remember where she lives. When you have helped build the Faerie Village and it is populated by more than eight faeries, return to Njomo for some training.

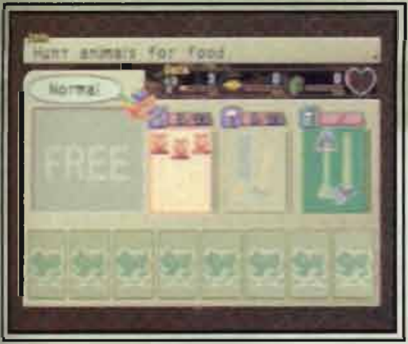
On the Road North

"There you are! Finally!"

On the road north to Wyndia, the party is startled by the familiar glitter of trolling faeries. They have been searching for Ryu everywhere—trying to enlist his help in rebuilding their village. Join them for a quick trip to the newly liberated World of Dreams.

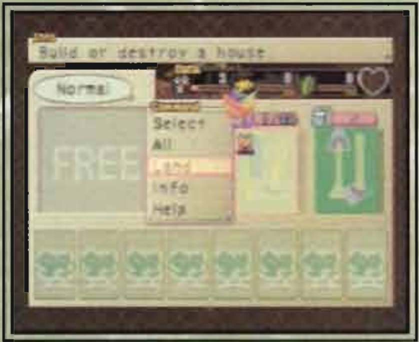
Faerie Village

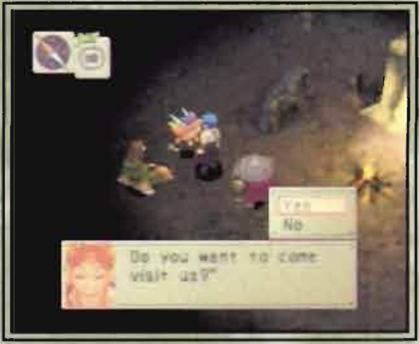
NOTE: For detailed information on faeries, go to the Faerie chapter.


Hunt animals for food

Although the faeries are absolutely delighted to have their homeland back—they aren't entirely sure what to do with it now. You must help them to rebuild their city, starting with the most basic of needs, such as food and shelter. To make things more interesting, you have only three faeries to start the process.

Start by assigning all three faeries to the hunting group. What the faeries need more than anything right now is something to eat.


Build or destroy a house



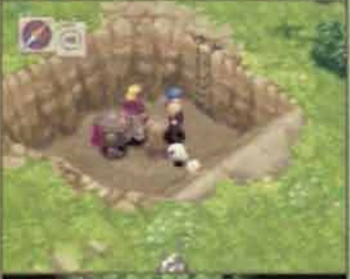
"Do you want to come visit us?"

Later, when you return to the village, assign at least a couple of faeries to clearing and plowing land. After you have done so, leave the village and return to your journeys. After a time, once again rejoin the faeries and have them construct buildings on the land they have cleared in your absence.

You can return to the Faerie Village at any time by setting up camp. A faithful faerie can be found nearby to take you back to their village on a moment's notice.

HUNTING WITH THE FAERIES

"Help us!"



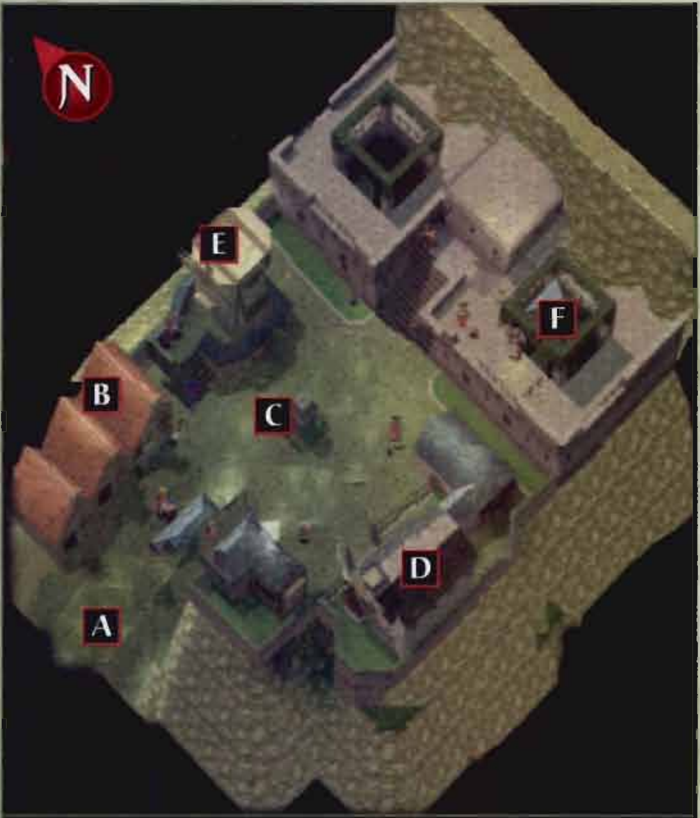
You found!
1 Roast!!

After you have left the fledgling Faerie Village, continue on your way. Through various trials and tribulations, you can eventually meet the faeries again—as they hunt for food. With only three faeries in the hunting party, the chances of running into them are extremely low, but keep trying. Investigate every encounter indicator you come across. Eventually, the faeries will show their pretty little heads.

They are hunting some strange kind of hopping albino piglet, and they're doing a very poor job of it. Despite the massive pit they have dug to trap the little piglets, they can't catch a single one without your help. Drive the piglets into the pit to capture them later.

Lead with Ryu, and have him swing his sword. It takes two swings to bring an albino sausage down. When a piglet is killed, a single serving of Roast or Ribs is left behind. Kill the piglets swiftly because the farther they run after being wounded, the lower quality meat you collect. Collect these prizes and give them to the faeries to help them in their rebuilding efforts.

Wyndia (41)



- A. Start
- B. Inn (Weapon Merchant)
- C. Manillo Merchant
- D. Mansion
- E. Master Momo
- F. Lift to Castle Wyndia

Continue northward to Nina's home city of Wyndia, seat of power for the Wyndian nation. Head to the windmill on the northern side of the city. Inside you find Master Momo, a cute, articulate little bookworm with dozens of stories to tell. Listen to her and she will share some of her knowledge of the world—and some useful skills.

You can learn a variety of skills from Momo, including Drowse, Spray, Clip, Oracle, and Egghead. Continue to engage her in conversation until you have learned all she has to teach.

"You make me feel like a professor or something!"

Your next stop is an impressive mansion on the southern end of town. Head inside and speak with the many servants. Apparently, a thief has made off with all of the silverware—forks, spoons, knives, straws, chopsticks, everything!

"I'll give you 4 pieces of Aurum for it."

Make your way to the dining hall on the first floor. You find a tubby young lord and his very concerned waiter, desperate for tableware. If you have served Marlok well, he has rewarded you with anything from Chopsticks to a Straw. If you agree to trade with the servant, you can collect as many as four pieces of Aurum.

You found:
Item: Fish-head
Quantity: 1

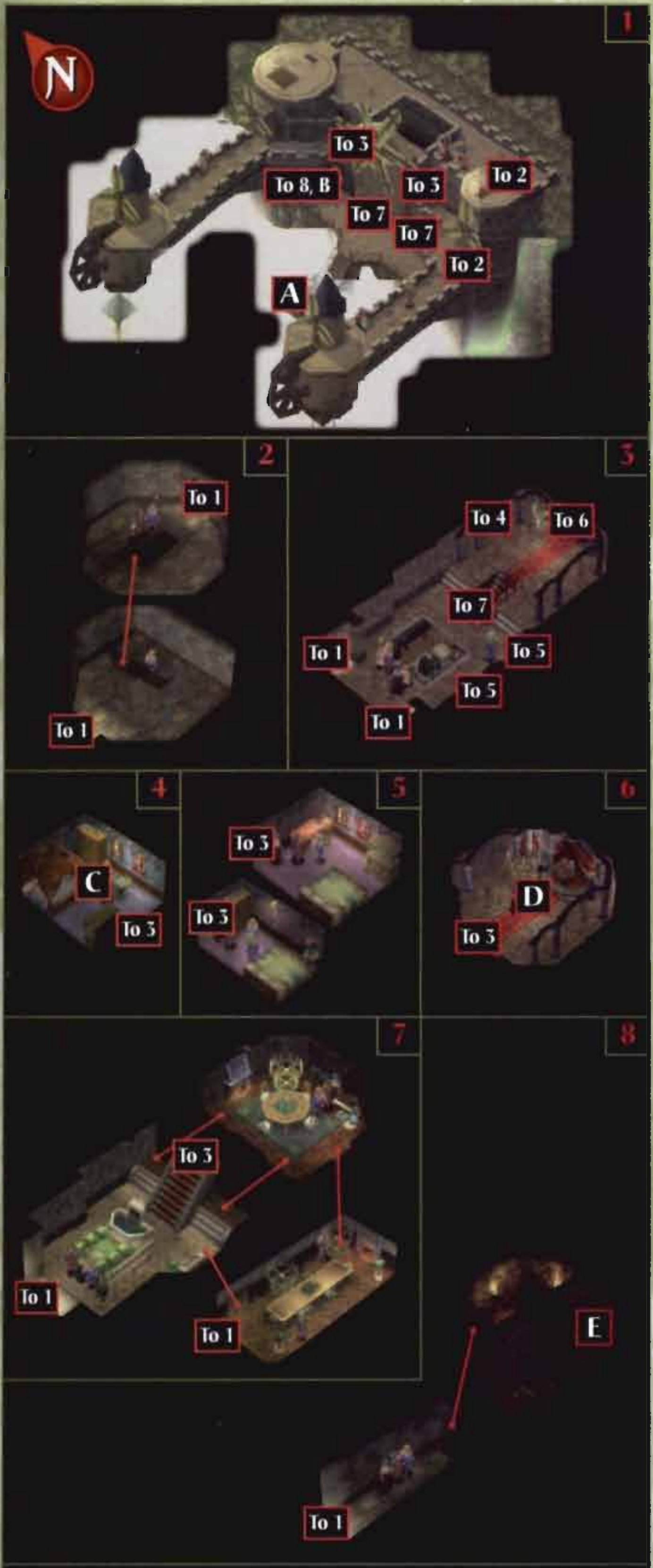
Take a quick detour into the kitchen to the west of the dining room. Check all the cupboards for goodies—you'll find plenty! A pair of Swallow Eyes and Fish-heads can be found on the north and south sides of the kitchen. Chat with the cook for a moment to learn who is behind the disappearance of all the flatware.

MISSION TIP

Head to the center of the city to find a Manillo merchant. You can purchase some truly choice items with any fish you may have already caught.

Now that you have explored the city, make your way to the lift leading to Castle Wyndia. Find the lift on the east side of the city, at the top of a long row of stairs. Talk with the guard standing near the lift to gain access to Castle Wyndia.

Castle Wyndia



- A. Start
- B. Dungeon Entrance
- C. King's Bed Chamber
- D. Throne Room
- E. Trade Treasure Here

MISSION TIP

For a nice piece of treasure, head into the first castle tower you come across after exiting the lift. Climb the stairs to the castle's upper level, walk across the battlement, and enter an adjoining tower you find to the north. Inside the tower is the treasure you seek—the Ring of Wind.

You found!
Item:
Quantity:

Castle Wyndia is an impressive structure, filled with spinning windmills and soaring towers. Make your way along the battlements, heading east then north as the castle wall curves. Enter the doorway you find there.

"The King is waiting for you."

Inside you find a massive courtyard, complete with royal guards. They won't allow any ordinary citizen to pass beyond this point. Lucky for you, a member of the Wyndian royal family is with you. Change the walking order of your party until Nina leads the group. With Nina at the forefront, the guards let you through.

MISSION TIP

The palace is just bristling with goodies. Head through the doorway on the southern wall of the courtyard to find a royal bedroom. Inside, a Soul Gem is tucked away in a cabinet. Find a single serving of Wisdom Fruit in the neighboring bedchamber.

You found!
Item:
Quantity:

"It... It's Princess Nina!"

"We want to meet with the

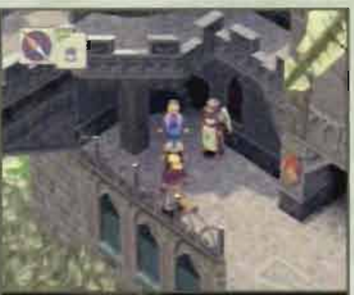
Speak to the royal servant standing beside a set of double doors in the northern wall of the courtyard. He is overjoyed at Princess Nina's return, allowing you instant access to the royal bedchamber of the King of Wyndia.

Nina explains the entire situation to her father the king, including the party's impending need to speak with the Wind Dragon. Her father tells Nina to go see the Oracle of the Wind to the east. The king offers you the hospitality of the castle and a place to rest after you have come to an agreement. Come morning, make your way to the castle lift and exit the city.

MISSION TIP

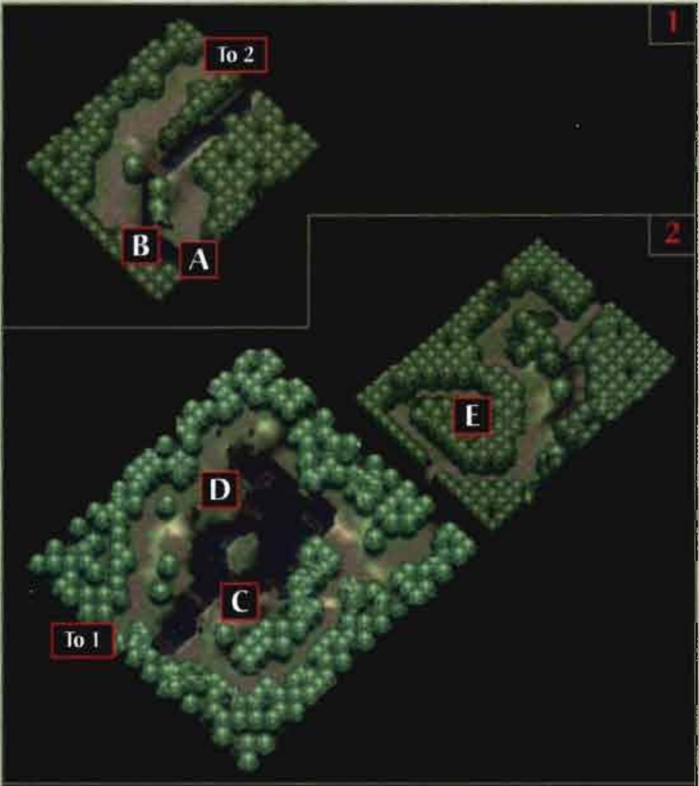
As dawn breaks, make one last detour before leaving. Head down the large, red-carpeted stairs to the courtyard below. Outside on the castle balcony, cut north to find an obscure doorway.

This is the dungeon entrance. Make your way to the lowest levels of these dank chambers and speak with the dungeon's only resident. You can exchange your "treasure" for what he has stolen.



"I may have gotten caught".

Kasq Woods (42)



A. Start
B. Fisherman
C. Weather Vane - 2
D. Long Boots
E. Magic Shard

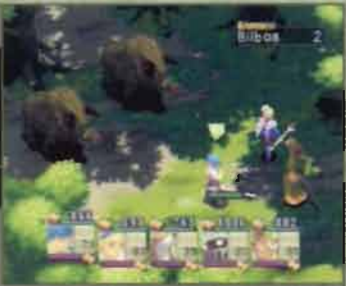
The Kasq Woods may look friendly enough, but don't let the grassy knolls and bubbling brooks fool you. This place is just brimming with huge groups of deadly enemies. Within your first few steps, expect to be rushed by three Bilboa or two BeeTroops. Once you have survived the initial onslaught, continue westward across the bridge and onto the far bank.

New Encounters

Enemy - Bilboa

HP: 2,500	**Agility: 30**
AP: 20	**Wisdom: 1**
Power: 65	**Exp: 230**
Defense: 25	**Zenny: 80**

Special: Last Resort

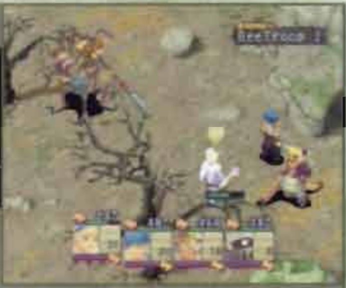


Although the initial hit point total of a Bilboa may be intimidating, their defensive stats are so low that you can expect each strike to inflict 500 to 1,200 points of damage. Further, Bilboas are extremely susceptible to the Command ability, allowing you to sit back and watch as a group of these giant boars tears each other apart.

Enemy - BeeTroops

HP: 800	**Agility: 20**
AP: 34	**Wisdom: 15**
Power: 38	**Exp: 120**
Defense: 30	**Zenny: 100**

Special: Wild Swing, Risky Blow

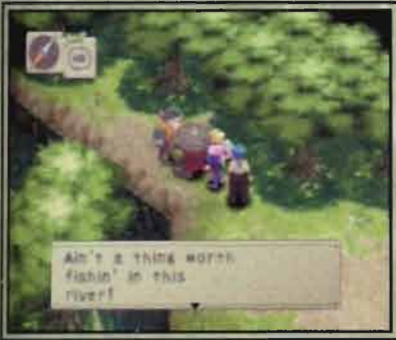


This is the same shield-toting nasty that you have faced in Kyria, except this time, there are hundreds of them. BeeTroops are a difficult opponent—you almost never walk away from a battle without taking some damage. Your best bet is a magical attack, preferably something that has a group effect—BeeTroops travel in packs.

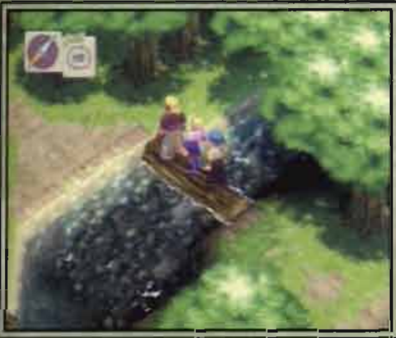
Another effective tactic is to take advantage of the mixed enemy types that are so common in the Kasq Woods. Use the Command ability on any Bilboas that may be attacking with the BeeTroops to end a battle quickly.

Be *very* wary of the BeeTroops' Wild Swing ability. Although the Wild Swing rarely connects, when it does it can cause up to 280 points of damage in a single blow.

BeeTroop 2
Bilboa 1



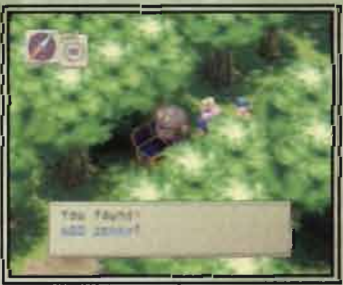
Ain't a thing worth fishin' in this river!



Head south along the creek, until you run into an odd little fisherman meandering around the bank. Talk with him to learn the location of a nearby fishing spot. Once you have picked the fisherman's brain, make your way south, following the forest trail.

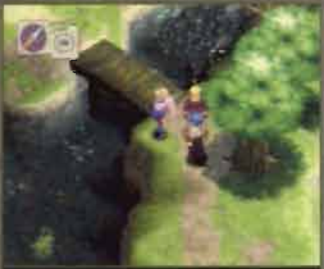
The trail leads you to a new area of the forest. Note the strange logs spanning the creeks in this part of the wood. Not only can you walk across them, but by using the directional buttons, your party can roll the log up and down the creek. Cross the log and continue along the forest trail as it meanders east and then north.

Find a chest containing 600 Zenny sitting along the side of the trail. After collecting your treasure, head down the trail to a new area of the forest.

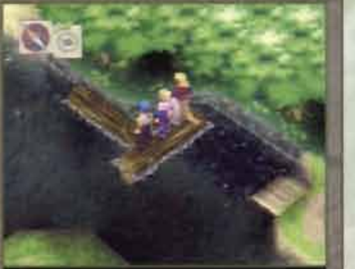


ADVENTURES IN LOG ROLLING

A variety of tasty treats await you if you do a little log rolling.

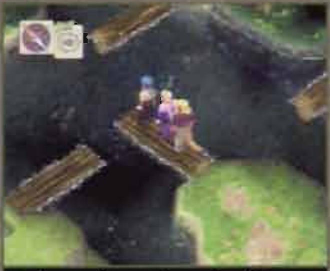


1 Head to this bridge near where you first entered this part of the forest.

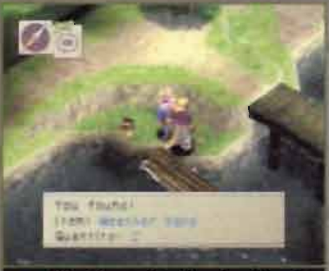


2 At the end of the trail is a tiny wharf. From there, hop on a nearby log. Roll the log until it makes contact with another floating tree trunk.

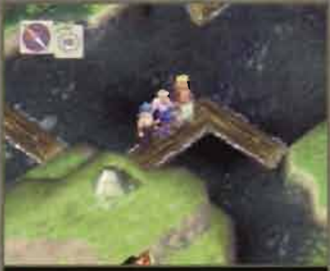
ADVENTURES IN LOG ROLLING



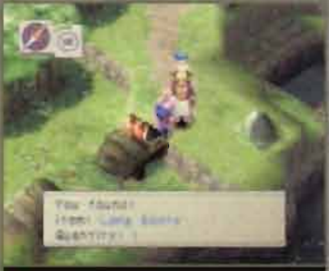
3 Hop on the new log and roll it westward until the end of the log comes in contact with a small island in the middle of the lake.



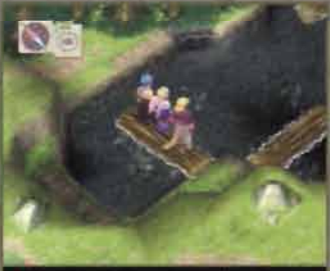
4 Pile off onto the island and head south until you find—surprise—yet another fallen tree trunk! Roll this log south until you come to a small turn in the lake shore. Collect the pair of Weather Vanes you find there.



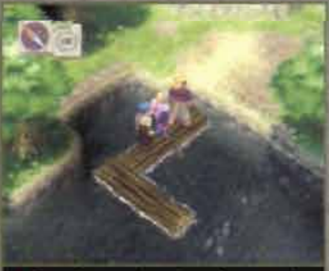
5 Head back to the island, and cross to the north side. Hop back atop your log and continue to roll west. You should come in contact with another log in less than a second.



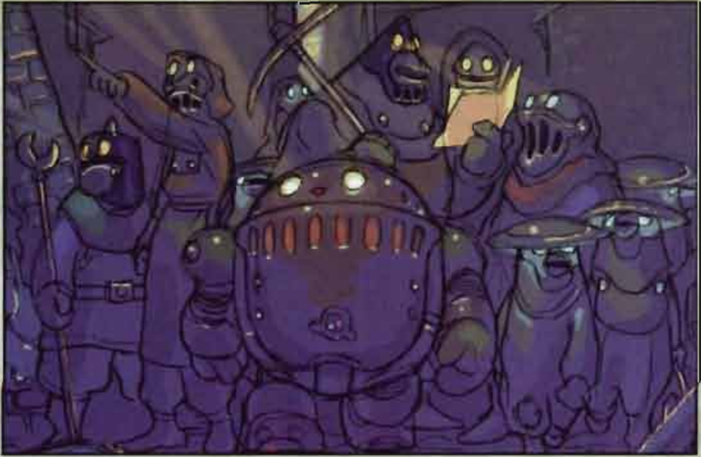
6 Roll this final log northward and hop onto the bank when you make landfall. Follow the trail until you come to a chest containing Long Boots.

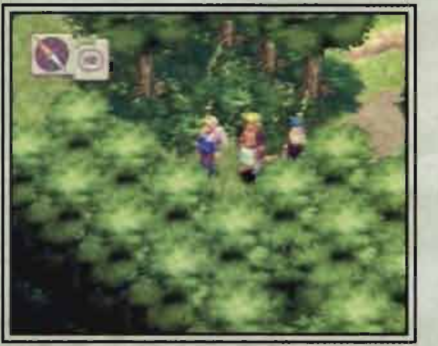


7 Head back down the trail and mount the log. Roll southward until it comes in contact with a small ramp. Make your way along the bank to an adjoining log and roll it eastward.



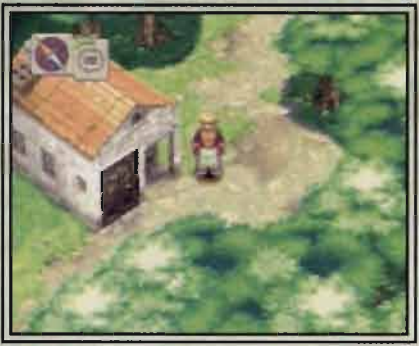
8 Transfer one last time after your log touches another. Roll this log to the bank, and head up the nearby trail to exit this portion of the forest.



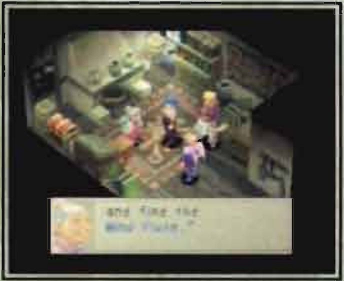


Head north along the forest path that cuts through Kasq Woods. Periodically stop and use Nina to keep an eye open for dead ends. Also watch for large patches of poisonous bushes. Walking through them can weaken your entire party.

Continue up the trail in a northward direction until you enter a new section of the woods.



Continue northward until you come to the home of the Oracle of the Wind. She greets you warmly, telling you of her duties to the Wind Dragon, and what you must do to meet with him.



"...and find the Wind Flute."

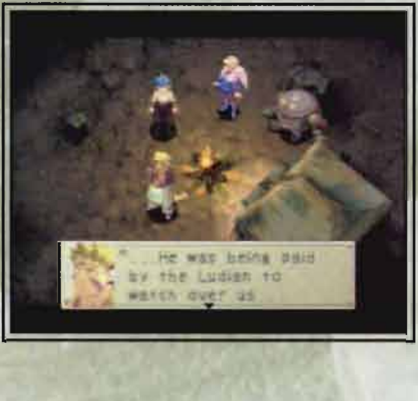
The Oracle also imparts a very valuable piece of information—the location of the Wind Flute, a mystic instrument you need to gain access to the Tower of the Wind. From this fabled tower, you may have the chance to speak with the Wind Dragon himself. Leave the Oracle and head east to exit the Kasq Woods.

MISSION TIP

Don't forget to check the cabinets in the Oracle's home for hidden treasures. You will be rewarded handsomely for your efforts.

Betrayal by Moonlight

After the long and exhausting trek through the Kasq Woods, the party stops to rest and look over their options. As Cray and Nina decide what to do next, Cray comes to a startling realization—Scias is gone! The Ludian guard must have gone back to the council to tell them of your plan! Recognizing that every second counts, the party quickly breaks camp and hurries on its way.

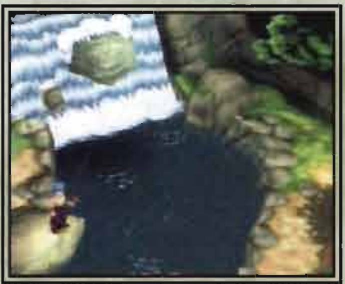


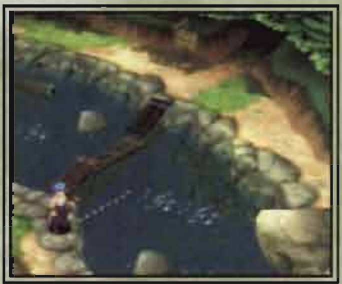
"...He was being paid by the Ludian to watch over us

Fishing Spot (43)

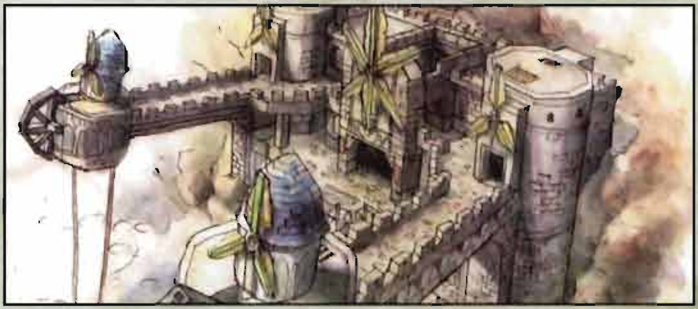
Even when all seems lost and the fate of the entire Alliance rests on your shoulders, there is always time for fishing! After leaving the Oracle, take a quick trip to the northeast and see what culinary delights you can pull from the river.

The first of two great fishing spots is by the waterfall. Use some of your deep-sinking lures such as the Deep Diver or Silver Top to catch some prime fish along the waterline. Aim for areas rippling with the force of falling water.

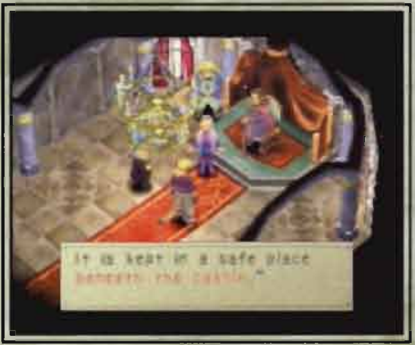




Number two on the all-time greatest fishing spots is on the eastern shore aiming at a long track of marshy river bank. Flies typically hover over some of the best spots to aim your cast. Also try the edges of rocks—absolute whoppers sometimes hide out there. For marshy areas, choose a lure that tends to stay rather shallow.

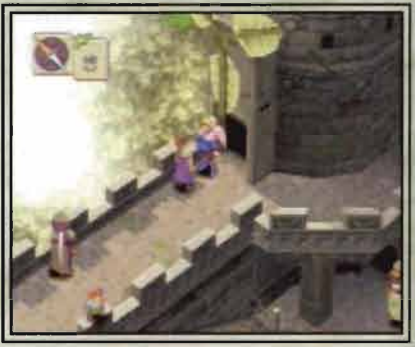


Castle Wyndia (41)



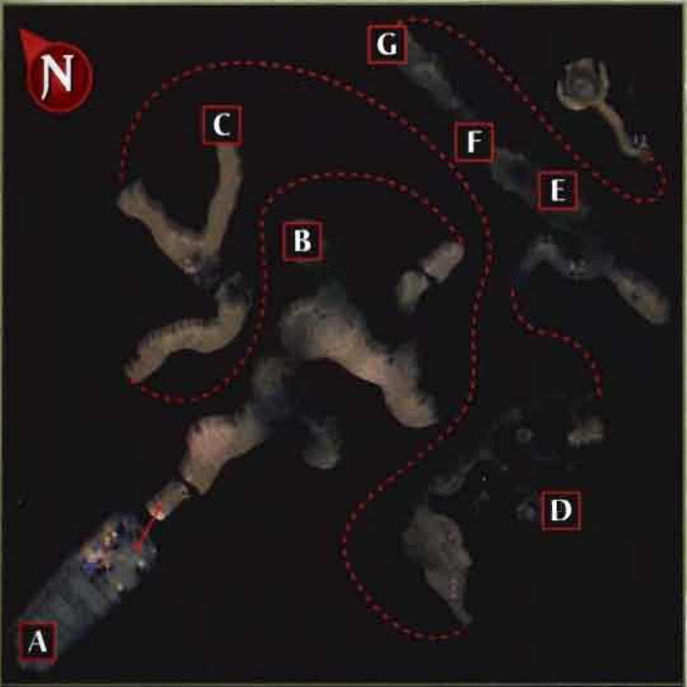
"It is kept in a safe place beneath the castle."

Return to Castle Wyndia as soon as your fishing vacation is complete. Rush to see Nina's father, and allow her to explain the situation to him. The king directs Nina to retrieve the Wind Flute from beneath the castle. The guards will be informed to allow you to pass in search of the holy relic.



Head out of the king's throne room and into the main courtyard. Go north out onto the castle battlements and look for a doorway at the base of a soaring tower. Through this doorway a long staircase descends into the bowels of Castle Wyndia. Follow the staircase down to the underhalls of the palace.

Castle Underhalls



A. Start
B. Soul Gem
C. Swallow Eye
D. Balance Ring
E. Healing Herb - 4
F. Flash Grenade - 2
G. Wind Flute

The wind blowing through the caves is making the windmills turn.

The halls beneath Castle Wyndia are like nothing you'd expect. You find yourself traveling through packed earth caverns that look as if they have been sandblasted. At most intersections, odd windmills teeter away, powered by air currents passing through the tunnels.

New Encounters

Enemy - ZombieDr

HP: 1,800
AP: 100
Power: 80
Defense: 10
Agility: 42
Wisdom: 4
Exp: 260
Zenny: 90

Special: Feint, Powder, Vitalize

ZombieDrs can be tricky adversaries. They possess the ability to both harm your entire party in one strike with their Powder ability, and to heal themselves with Vitalize if you cause damage. Your best bet with ZombieDrs is the use of the potent Oracle attack. As a demon-type monster, ZombieDrs take extra damage above the normal effects of this devastating attack. If Oracle doesn't eliminate them outright, follow up with a blow from Cray or Ryu.

Enemy - GntRoach

HP: 900
AP: 30
Power: 80
Defense: 25
Agility: 75
Wisdom: 50
Exp: 290
Zenny: 120

Special: Douse, Jump

GntRoaches are susceptible to most types of damage. But the monstrous insects can be trouble when they initiate their potent Jump ability. When used against your more vulnerable characters (e.g., Nina), it can cause up to 250 points of damage per strike.

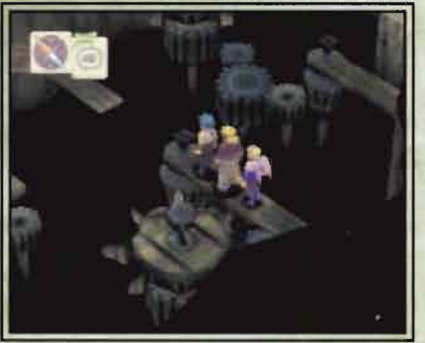
Follow the tunnels eastward, passing the windmills as you find them. You soon enter an enormous cavern that slowly arcs to the south. Before following the cavern, explore a passage to the north to find a valuable Soul Gem. Now head south down the center of the cavern to continue. Cut east when you find a small passage cut into the wall. This tunnel leads you to a new section of the underhalls.

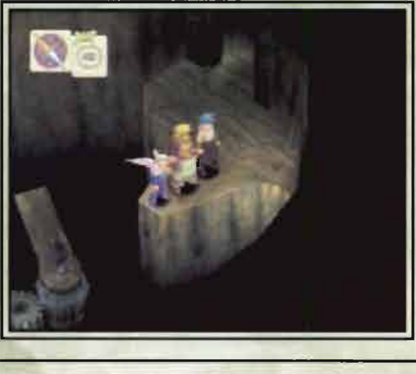
Continue east through this new section of passages. You eventually come to a strange oscillating windmill. It changes direction from moment to moment, first spinning with the power of the wind coming from one tunnel, then the other. Wait until the windmill is pointing to the passage to the east, then, pressing ●, rush up the northern tunnel.

Begin on the west side of the passage, then cut across to the east side. If you attempt to simply run up the passage, you will be pushed back every time. If you are fast enough, you can make it to the entrance to a new section of the underhalls before the winds blow you back.

This new chamber contains a bizarre collection of cogs, gears, and slowly spinning planks. Wait until one of these rotating planks comes to a stop in contact with the ledge your party is standing on. Move forward on this plank—you are spun over the central chasm that dominates this room.

Wait a few moments for the mechanism to rotate until you can step onto a ledge jutting out of the northern wall. Move east along the ledge, stepping out onto a plank fastened to the cliff face. After a few moments, the great mechanism of gears and cogs spins another plank your way. Step out onto this central wooden dial to be spun out over the gaping abyss that dominates this cavern.

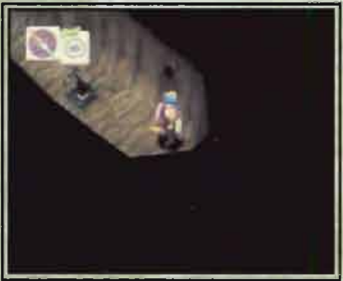


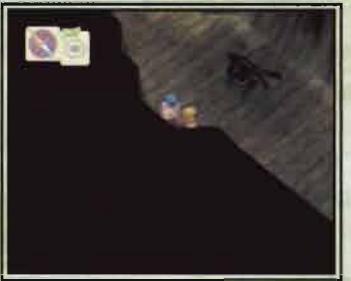


There's an earth-fastened plank to the south, and another spinning wooden dial to the east. Hop off when you connect with the plank to the south. You find a Balance Ring hidden within a chest as a reward for your efforts. Now hop back on the central wooden dial.

Wait for the opportunity to hop back on the adjoining dial to the east. It may take several rotations of the dial before you finally connect with the ledge to the east. Hop off the dial and progress down the passageway you find there.

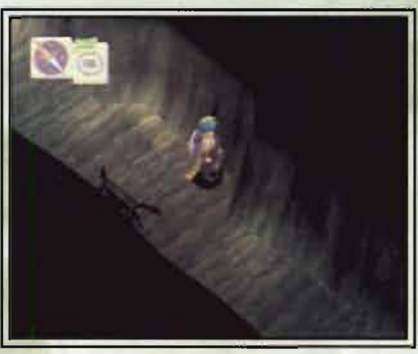
This last chamber can be a bit tricky. Move eastward along a meandering tunnel until a powerful gust of wind pushes you into the corner of nearby cave. This wind is so strong that you are pinned there until the gale abates. Watch a nearby windmill carefully—as soon as it stops spinning, rush forward. Make sure to press ● to add just a little extra speed.





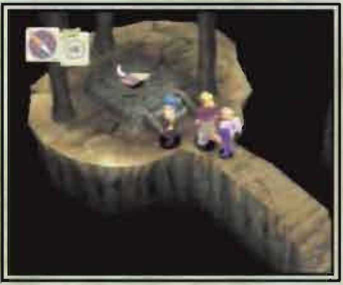
Rush back to the cavern you used first to enter this chamber. From here, the winds can't get to you. Watch a neighboring windmill to determine when the air currents are flowing. During the next break in the gales, rush forward and look for a nook in the wall to hide in. Wait here until the winds pass.

You find another nook even farther north. Keep leap-frogging from nook to nook as you make your way up the passage. When you are within a short running distance from the doorway at the end of the tunnel, make a break for it.



MISSION TIP

Various items are scattered within the nooks of this windblown cavern. Keep your eyes open for a bag of Healing Herbs and a pair of FlashGrenades.

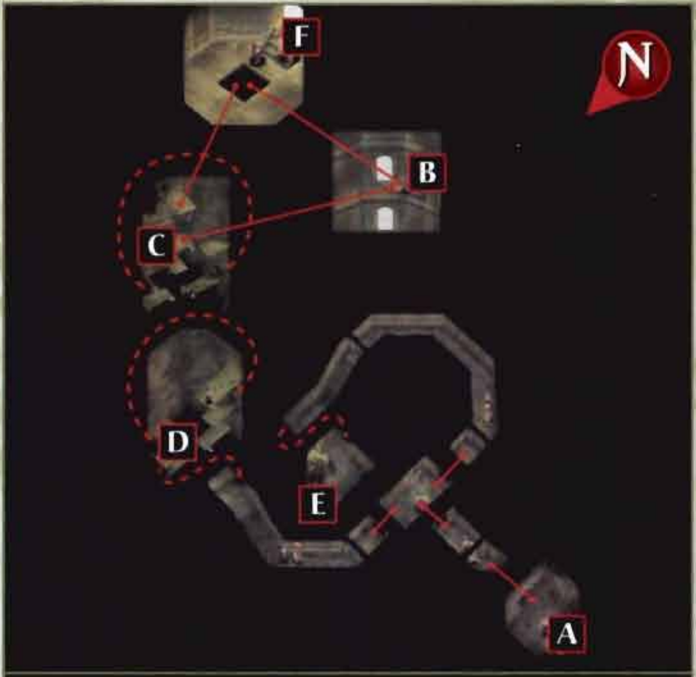


You finally arrive in the chamber of the fabled relic, the Wind Flute. Collect it quickly and enjoy a jaunty tune before making your way back through the underhalls to Castle Wyndia. With the Flute in hand, your next stop is Pung'tap—the Tower of the Wind.

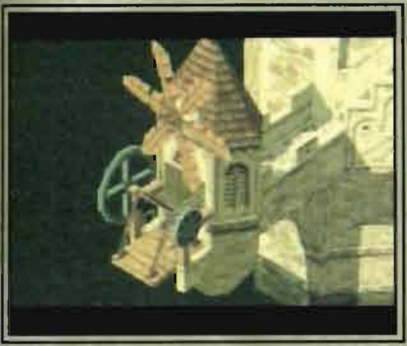
MISSION TIP

If you haven't already done so, make a quick trip to the Weapons Merchant bedding down inside the Inn. He has some impressive weapons for sale. And with all the Zenny you looted from the fallen monsters of Kasq Woods and the underhalls, you should be able to afford any weapon. Make sure to purchase the Biter. Although no member of your party can use it now, you will need it in the future.

Pung'tap (44)



A. Start
B. FightingRobe
C. Power Food - 2
D. 600 Zenny
E. Homing Bomb
F. Exit



With the Wind Flute in hand, you can now access Pung'tap, the Tower of the Wind. Move east from the elevator you began at and ascend a grand set of stairs to the entrance. Make your way down the steps from the main entrance into the halls that crisscross beneath it.

New Encounters

The Tower of the Wind is inhabited by a variety of surly monsters, including the infamous Drake, and the slimy GntRoach. In addition to the creatures that you know, you also find the vicious BloodBat.

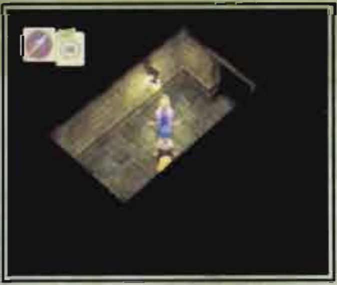
Enemy - BloodBat

HP: 300	**Agility: 50**
AP: 16	**Wisdom: 20**
Power: 72	**Exp: 180**
Defense: 40	**Zenny: 80**

Special: Syphon, Sleep

The simplest way to defeat a BloodBat is simply to bash it directly. Ershin's attacks tend to be the least effective, while Cray and Nina generally have the best luck. One shot from either typically results in a dead bat.

The BloodBat's most formidable weapons–its Syphon and Sleep special ability, rarely affect your characters. It is generally best to target Drakes or even GntRoaches before turning your attention to the BloodBat.



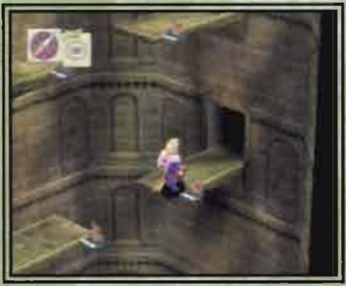
You eventually reach a chamber with a doorway on both the northern and southern wall. The northern doorway may be a bit difficult to see, so adjust your perspective until it comes into view. Head through the northern passage to reach the windblown center of the Tower of the Wind.

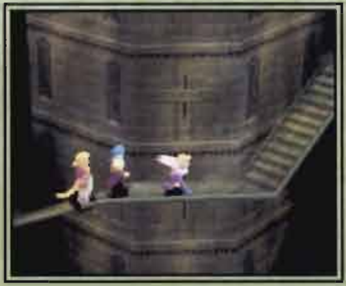
MISSION TIP

A Homing Bomb is tucked away in a storeroom at the end of the southern passage.

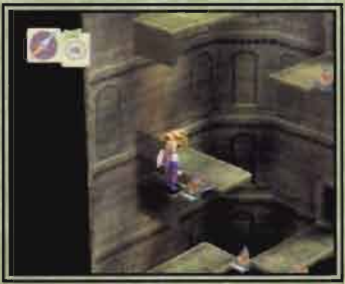
NOTE *Enormously powerful gusts of wind rocket through the tower at regular intervals. As one of these gusts begins, jump by pressing ×. This sends you sailing on a stream of air to one of the higher platforms. Adjust your flight in midair by using the directional buttons.*

From the first ramp you encounter, leap southward into the powerful gusts of air rising through the tower. The entire party is cast up to a higher platform where you find a doorway set into the southern side of the tower. Head through that doorway to access a long staircase winding its way up the outer face of the tower.





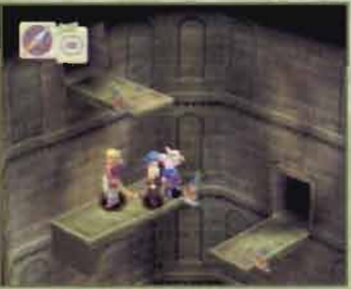
Climb the staircase until you find a doorway that leads back to the interior of the tower. Head through the doorway, and ride the air-streams to a higher level. You land on another ramp and have access to another passage leading to the outside of the tower. You find an enormously long staircase that takes you almost to the very top of the Tower of the Wind.



From this new platform, leap into the winds. You are cast to another platform. As you have done in the past, enter through the adjacent doorway, ascend the stairs, and exit onto the final platform. From here, simply jump into the next gust to reach the tower's upper chamber.

MISSION TIP

Before ascending the staircase to the final platform, jump into a gust of wind to climb to this platform. From here you can catch a gust and reach a chest containing a set of FightingRobes.



CAUTION

Be sure to jump only when the wind is blowing. If you leap between gusts, you will tumble back down to the beginning levels of the tower.

MISSION TIP

From this final platform, walk off the edge between blasts. You fall to a platform below where you find a chest of Power Food. Hop back into the next gust to reach the final platform.

Or should I say your friend the

Having arrived at the top of the tower, Nina concludes that the party must climb into one of the Gondolas and allow the mechanisms of the tower to fling them high enough to meet the Wind Dragon. But before you take more than three steps toward the Gondola, your party is intercepted by new enemies—and old friends.

BATTLE WITH THE GRUNTS

Enemy - Grunt A

HP: 1,300	Agility: 40
AP: 40	Wisdom: 35
Power: 72	Exp: 800
Defense: 48	Zenny: 150

Special: Knock Out, Blind

Enemy - Grunt B

HP: 1,400	Agility: 45
AP: 80	Wisdom: 30
Power: 72	Exp: 800
Defense: 48	Zenny: 150

Special: Flare, Fire Blast

Enemy - Grunt C

HP: 1,500	Agility: 60
AP: 40	Wisdom: 38
Power: 73	Exp: 1,000
Defense: 48	Zenny: 200

Special: Knock Out, Blind

The Grunts, although formidable, are simple to defeat if you approach the battle correctly. Target them with area-effect spells such as Cyclone or Rock Blast. Group attack single Grunts to eliminate them early. Despite the Grunts' abilities, they are surprisingly delicate, folding under only a few turns of punishment.

The Grunts' special abilities are your greatest threats. Knock Out in particular can incapacitate one or even two members of your party in a single attack. Flare and FireBlast can also inflict some pretty nasty damage. Worst of all, almost every other attack Grunts will use a special ability.

The second battle with Grunts is both easier and harder than the preceding one. It's easier because you have Scias assisting you with the prodigious use of the ShiningBlade or Multi-Vitamin abilities. But it's harder, because your party is already weakened from the last battle. Concentrate on getting the health of all of your characters as high as possible in the first round of combat, then finish off the Grunts as you did the last time.

When the Grunts have been defeated for a second time, and Scias is at your side, head to the Gondola. With a swing of the tower's mighty mechanism, the party is hurled high into the air to join the realm of the Wind Dragon.

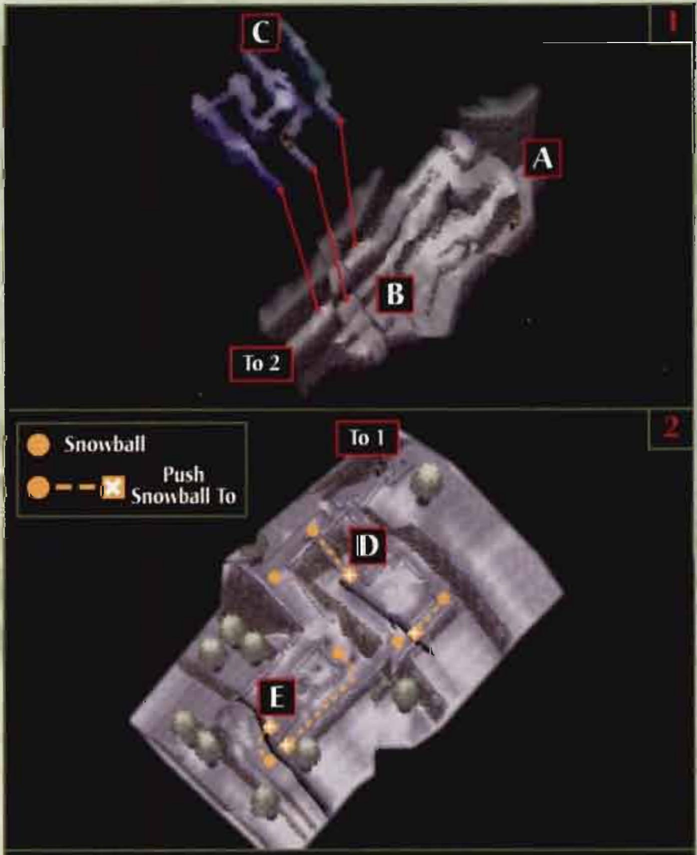
Ryu and Nina's quest has finally paid off. With myriad consorts, P'ung Ryong, the Wind Dragon and protector of the Wyndian people appears to the party. This benevolent entity greets Ryu as the Yorae Dragon, whose coming has been eagerly awaited for hundreds of years. P'ung Ryong warns Ryu of the coming dangers and offers to take the party to a place were their search for knowledge may at last be truly sated.

Highlands

With the rippling of his mighty body, P'ung Ryong carries the fragile Gondola to a range of remote mountains he claims lie at "the heart of the land." From here, the party finds a small hamlet nestled in among the rolling groves of the valley floor. Make your way down the mountainside to exit the area, then head south to Ice Peak.

"At the base of this crag, thou wilt find a hamlet"

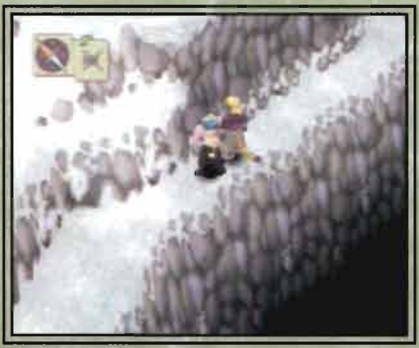
Ice Peak (45)



● Snowball
●- - -☒ Push Snowball To

A. Start	D. AsbestosArmr
B. Vitamin	E. 500 Zenny
C. Icicle	

Ice Peak consists of a series of twisting, turning trails that ascend the side of a barren mountain. Make your way westward, twining up the icy mountain face.



MISSION TIP

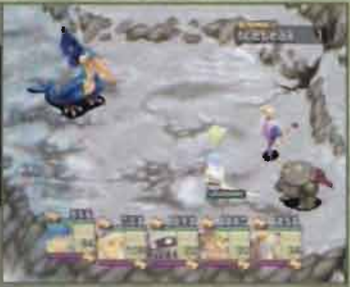
It is best to outfit Ershin with his Flame Punch as soon as you enter the Ice Peak. Most of the creatures you'll face are vulnerable to fire-based attacks.

New Encounters

Enemy - Icebeak

HP: 1,200
AP: 100
Power: 80
Defense: 48
Agility: 50
Wisdom: 1
Exp: 320
Zenny: 160

Special: Watch Enemy, Icicle

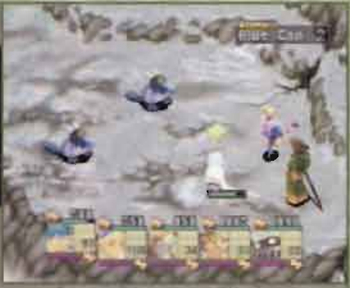


Icebeaks can be deadly adversaries if you allow them to hang around too long. Hit them with Firewind or Simoon during the first round of combat. After being nailed by such a devastating combo, the surviving Icebeaks typically take an additional turn to recover, using their Watch Enemy special ability. Finish them in this second round of combat with Cray and Ershin's Flame Punch.

Enemy - Blue Cap

HP: 950
AP: 20
Power: 76
Defense: 45
Agility: 18
Wisdom: 1
Exp: 190
Zenny: 40

Special: Frost



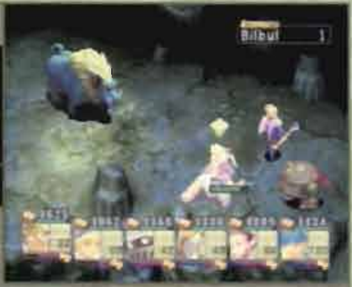
Blue Caps are the northern variant of the dopey, glassy-eyed monster you have faced so many times in the desert. They are much hardier than their brethren—and much more dangerous. Your party is unlikely to survive an encounter unscathed.

*Also remember that Blue Caps are flocking animals. They are **extremely** susceptible to the use of the Command special ability. Eliminate any Red Caps that may have accompanied the attack party in your first turn of combat. They too can utilize Command and unravel your control of the enemy forces.*

Enemy - Bilbul

HP: 780
AP: 20
Power: 80
Defense: 40
Agility: 50
Wisdom: 25
Exp: 280
Zenny: 60

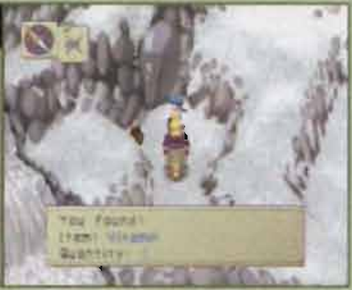
Special: Howling

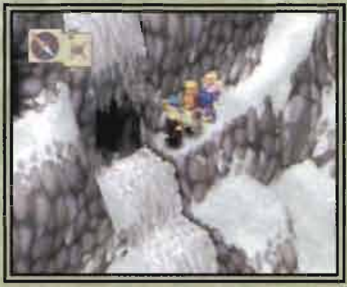


Although nowhere near as hardy as its larger cousins, the Bilbul lacks the mental vulnerability to Command and other mind-altering spells that make Bilboas so easy to defeat. Use group-effect fire spells such as Firewind or Simoon to weaken large packs, then group target individual Bilbuls to finish them off.

MISSION TIP

Take the road less traveled and collect this pouch full of Vitamins.

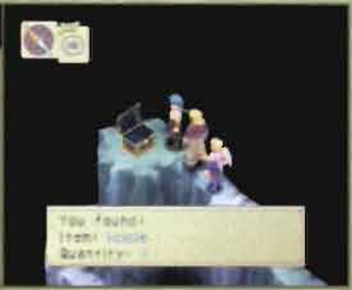




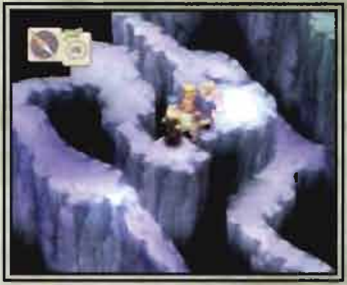
As you ascend the mountain, you find a pair of caves—one on the upper ridges and one slightly below it. To progress through this area, enter the ominous-looking lower cavern entrance.

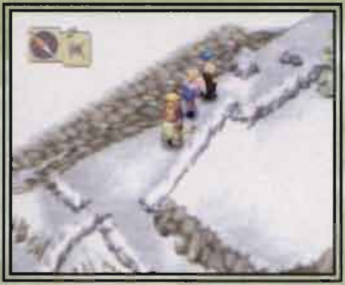
MISSION TIP

Take a quick detour to the upper of the two cavern entrances to gain access to a chest containing a single Icicle.



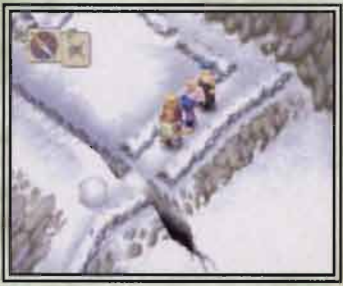
Enter an eerie blue cavern, dominated by row after row of glacial ice trails. Follow these trails as they meander back and forth, making your way westward. As your party exits the blue caverns, you find yourself on a ledge overlooking the winding trails you used to ascend the mountain. Follow the ledge westward to progress to the next area of the Ice Peak.

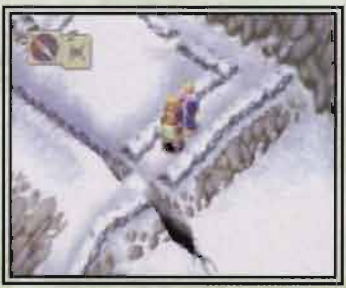




This area looks as if it may have been inhabited at one point. Long, organized roads and sturdy-looking log fences punctuate the landscape. You also find errant snowballs that Cray can push if you need to clear the road.

Head west down the snowy hillside, pushing the first snowball you find. Roll it down and around the corner, eventually pitching the snowball westward onto a rock that destroys it.

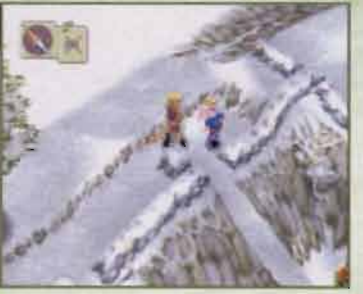




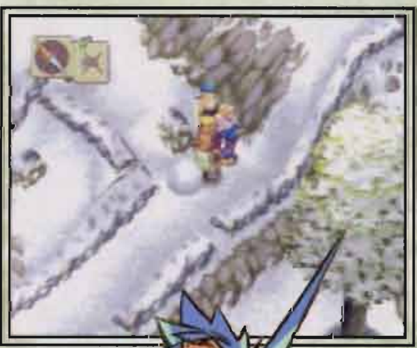
Follow the snowy trail south, pushing any available snowball into a large crevice running across your path. Using the fallen snowball as a makeshift ice bridge, head across the crevice, and continue westward.

MISSION TIP

Take the northern path until you overlook the entire snowfield. Cut east, pushing a snowball down an ice ramp until it lodges at the bottom. As before, use the snowball as a bridge—this time to reach a suit of Asbestos Armr contained within a chest.



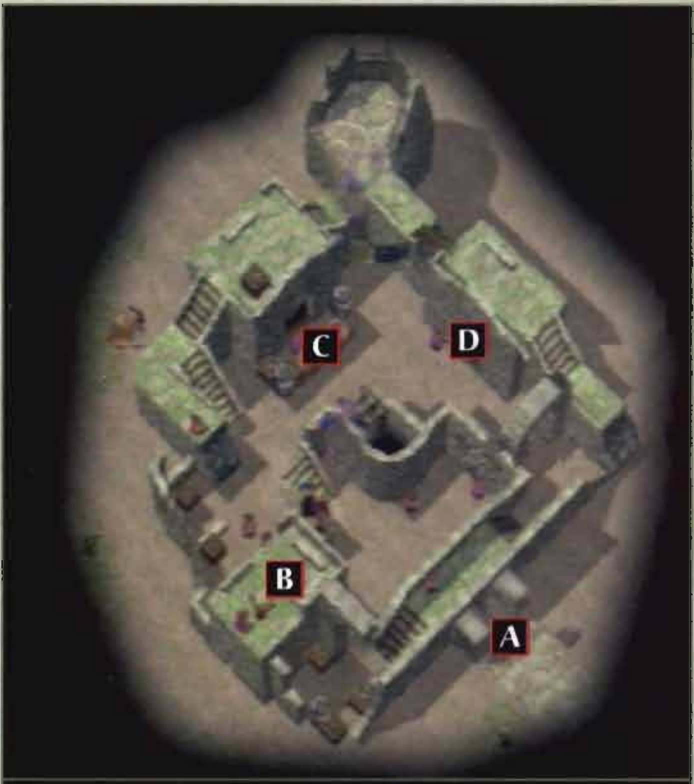
Eventually, you come across another impassable crevice blocking your path. Head back up the hill until you find a snowball. Push this lonely ball of snow down the hill—but push only once! After a single good shove, it's in the perfect position to help you traverse the crevice. From here, just head south to leave the frigid wastes of Ice Peak behind.



MISSION TIP

Push the last remaining snowball up the hill to fill in a chasm and gain access to a chest containing 500 Zenny.

Chek (46)



A. Entrance	C. Weapons/Items Shop
B. Inn	D. Abbess's Home

After an exhausting trek through the icy wastes of the highlands, you have finally arrived at the city the Wind Dragon spoke of—Chek. From the moment you walk through the main gate, you notice things here are...different. Instead of normal villagers scurrying about their daily business, you find oddly cloaked children everywhere.

These tots seem to have knowledge beyond their years—each child has a useful bit of information to offer the party. Walk around the city, speaking with anyone who will chat with you. You soon learn that the inhabitants of Chek have kept the secret of how to summon dragons to the world of man. Each child has a piece of the puzzle to offer—but for real answers, speak to the oldest resident of the city.

"Since the beginning of the world, we have preserved the secrets

Drop by the local merchant. He has powerful new armor for sale, as well as Healing Herbs and other supplies that may have become depleted. Also drop by the Inn to rest from your long journey. While you are there, collect a pouch containing a single dose of Aurum from beside the beds.

"Now, the stream of one of The Endless is

When you have conducted all of your business and asked all of your questions, there is only one place left to go. Head to the home of the eldest resident of Chek—an enigmatic gray-haired child known as the Abbess. The Abbess turns out to be a veritable font of knowledge, explaining Ryu's origins and heritage as well as his place in the world. After a long discussion, your party turns in for the night.

As Ryu sleeps, the Abbess comes to him in a dream. There are words to be shared that cannot be spoken in front of anyone but Ryu. Just as the Abbess begins to explain Ryu's true nature and the dangers that he will soon face, the pair is surprised to discover an eavesdropper. Ershin has somehow found a way into this dreamscape and is listening merrily to everything Ryu and the Abbess have to say.

Sensing there is more to Ershin than meets the eye, the Abbess delves deeper. Beneath the thick plates of Ershin's armor lies the entombed soul of an Endless—one of the gods whom time cannot touch. The dream ends with the Abbess pledging to release Ershin from the confines of her armor.

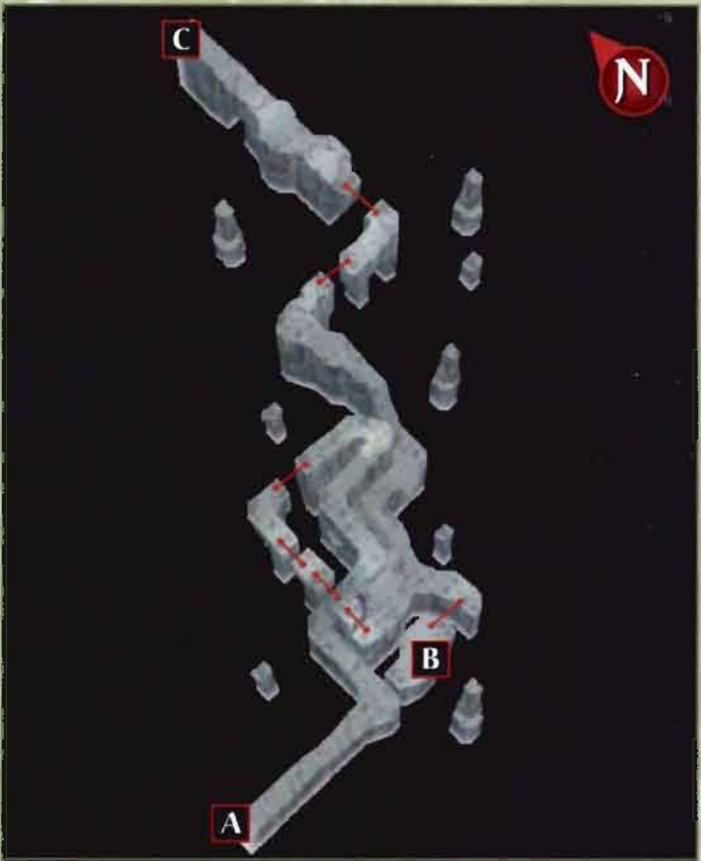
"That is what Ershin says."

"Yes. That is why Ershin says to let her out now.

Come morning, Ryu finds Cray and Nina arguing out in front of the Abbess' home. Join your party, and make your way to the northeastern corner of the city. In the hollowed-out remains of a battlement, you find Ershin and the Abbess sitting together, awaiting Ryu's arrival. With Ryu's help, the Abbess attempts to free Ershin once and for all.

"They're both one of The Endless."

Ershin's Mind



A. Entrance
B. Water Ward
C. To Ershin's Prison

dream world you're in now."

In an attempt to breach the prison that has held Ershin for so long, the party is transported to the cloudy scapes of Ershin's Mind. The real Ershin, the one locked away for so long, should be in the heart of the dream world the party has entered.

New Encounters

Enemy - Gulper

HP: 1,000
AP: 8
Power: 84
Defense: 50
Agility: 60
Wisdom: 10
Exp: 250
Zenny: 105

Special: Fireblast, Inferno, Blizzard, Stone Pillar, Death, Rejuvenate, Leech Power, Ebonfire

Gulpers possess an incredible array of special abilities, many of which are absolutely devastating. Your best defense is a good offense. Concentrate your efforts on this trundling nasty and do your best to eliminate it in the very first round. You don't want to taste the bitter flavor of a Death or Ebonfire spell.

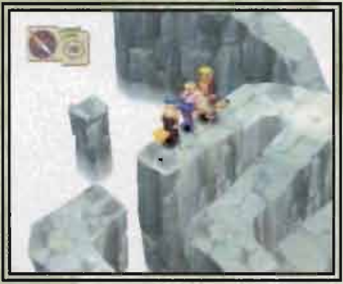
As a demon, the Gulper is best vanquished with the Oracle special ability. If given to a character with sufficient wisdom, such as Nina, the Oracle attack can cause well over 1,000 points of damage per strike.

Enemy - Spectre

HP: 800
AP: 16
Power: 42
Defense: 10
Agility: 12
Wisdom: 35
Exp: 300
Zenny: 30

Special: Depress, Enfeeble, Leech Power

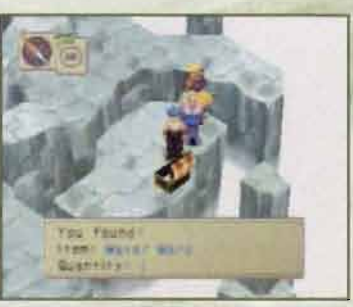
Spectres are relatively easy to deal with as long as you hit them quickly. Use the Oracle ability to inflict more than 1,800 points of damage in a single attack. While moving on the magical front, don't forget direct physical assault. Bashing Spectres with a Mace or Sword can be quite effective as well.

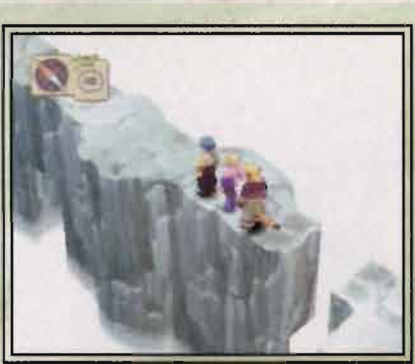


Climb up the winding road to the east, until you come to a series of jump points. Hop from standing pillar to pillar, making your way south. You eventually hop down from this row of pillars onto a long trail heading northeast. Follow the trail, and be prepared for combat with some of the vicious spirits roaming around Ershin's Mind.

MISSION TIP

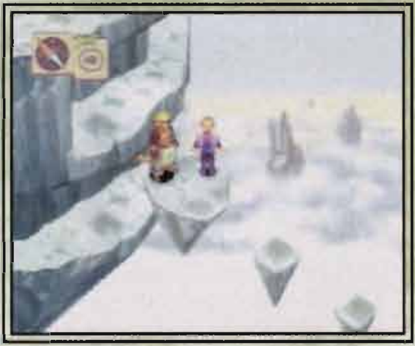
Go east to find a jump point to a floating island. This island holds a chest containing a single Water Ward.



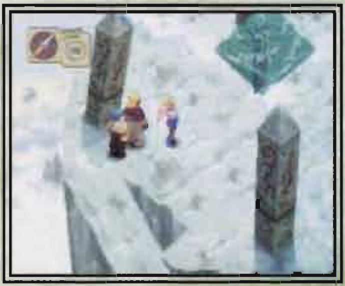


Continue northward, hopping from trail to trail, plateau to plateau. You eventually come across a road leading north that grants you access to a new portion of Ershin's Mind.

Hop along the many jump points as you progress northward in this new section of Ershin's psyche. You quickly jump your way to an enormous spinning landmass, rotating just out of reach. On the last tiny island you jump onto, look for a glowing white crystal. Press × to activate this psychic switch and stop the spinning landmass. Once things have slowed down, hop over to this giant island and explore.



Most of the ledges you can reach on this landmass are blind. Hit × again near the glowing white crystal to start the island spinning again. Then tap × one more time to stop it—this time in a new location. Continue this start-and-stop process until you reach a section of ledge that allows you access to the array of pillars above. It may take a few spins to get the right combination.



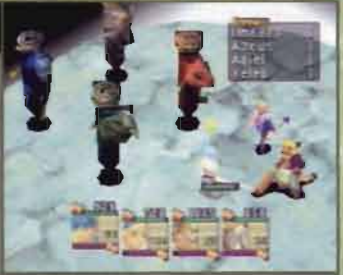
Once on top of this magnificent floating island, you notice four immense pillars bristling with powerful energies. In the center of these pillars sits a mystic box: a prison cell for Ershin's true self. According to the entity trapped within, you must destroy the pillars to free Ershin from her captivity. Move from pillar to pillar, pushing on them with Cray. Eventually, you get your chance to engage Ershin's captors in combat.

PILLARS

Enemy - Umadap

HP: 1,200	Agility: 35
AP: 100	Wisdom: 10
Power: 80	Exp: 2,500
Defense: 60	Zenny: 0

Special: Flare, Fireblast



Enemy - Azeus

HP: 1,200	Agility: 35
AP: 100	Wisdom: 5
Power: 80	Exp: 2,500
Defense: 60	Zenny: 0

Special: Sever, Cyclone

Enemy - Agiel

HP: 1,200	Agility: 35
AP: 100	Wisdom: 5
Power: 80	Exp: 2,500
Defense: 60	Zenny: 0

Special: Frost, Ice Blast

Enemy - Yeleb

HP: 1,200	Agility: 35
AP: 100	Wisdom: 5
Power: 80	Exp: 2,500
Defense: 60	Zenny: 0

Special: Rock Blast, Stone Pillar

- **Umadap** is a fire spirit that uses wind and suppresses water.
- **Azeus** is a wind spirit that uses water and suppresses earth.
- **Agiel** is a water spirit that uses earth and suppresses fire.
- **Yeleb** is an earth spirit that uses fire and suppresses water.

The best way to deal with these various spirits is to skip using elemental magic all together. Your most powerful spells are area effect anyway, resulting in an attack that damages some and assists others. Instead, concentrate on direct physical assault and the potent Oracle ability.

The usefulness of the Oracle attack cannot be overstated. If you have assigned the ability to someone with a strong enough wisdom, such as Nina, each use should inflict a minimum of 1,000 points of damage. Follow up with a sword strike from Ryu or Scias on the target of the Oracle attack.

By maintaining this one-two punch, you should be able to eliminate one pillar every turn. Be pragmatic, taking the time to heal any significant damage that the pillars inflict. With a few Healing Herbs and the timely use of the Oracle ability, victory should be yours within four to five rounds of combat.

While you are double-teaming each spirit, have Cray soften up your next target with his deadly Mace strikes. At this point, Cray should be able to inflict almost 750 points of damage per blow. Between Cray's raw power and the potent Oracle attack, you should be able to clean all the bad spirits from Ershin's mind in four turns or so.

With Ershin's spirit finally free from imprisonment, hurry back to the glowing entrance of Ershin's Mind to return to the waking world.

Chek (46)

Once you have returned from the world of Ershin's Mind, the Abbess calls for a medium, as Ershin has requested. Rhem, the strongest medium in the village, answers the call. With the help of the Abbess, Ershin's vital energies are transferred from the lifeless shell of her armor to the tiny child body of Rhem.

Ryu and I are not human.

After gorging herself on all the food and drink she can put her pudgy little fingers around, Ershin begins to expound on who has summoned both her and Ryu. Apparently, the Fou Empire has developed an imperfect mode of summoning the gods. In Ershin's case, their imperfect method meant that she was trapped in her armor, unable to fully manifest in this world. As for Ryu, he was split in two, his other half roaming the earth elsewhere....

Sonne Village (47)

Rising from his sickbed, Fou-Lu has his first chance to investigate the home of the woman who has taken him in and nursed him back to health. After inspecting the house, step outside and explore the surrounding area. This is a simple farming community. Speak with every person in turn, until at last you converse with the local landlord, standing at the village's east side.

Mami, the young woman who has taken such good care of Fou-Lu, runs quickly to his side as the landlord tears into him about his name and origins. Making up a story as she goes along, Mami explains that this mysterious stranger is in fact, her cousin, Ryong. After gently placating the suspicious landlord, Mami leads Fou-Lu back to her humble hovel to rest.

"Sorry 'bout that... Got a little smokey there, didn't it?

"Who are ya? Where'd ya come from, eh?

The next morning, Fou-Lu rises to find himself alone. Explore the village and talk to anyone who has the time to speak. When you have finished looking around, make your way west, down the farming road to a new section of Sonne. Continue down the farm road until you find Mami, working in the fields.

Your conversation with her is soon interrupted by a howl of pure animal fury coming from the east side of the farming community. Hurry across the makeshift bridge spanning the village's irrigation system to encounter a group of worried farmers. They speak of animals that have been becoming increasingly violent—even going so far as to attack people. Help the villagers by defeating this vile beast. Move around the farmers and head east into the forest.

NOTE: You notice a variety of new skills available to Fou-Lu. Every skill that Ryu has learned is transferred to the emperor god.

Enemy - Papan

HP: 13,000
AP: 50
Power: 380
Defense: 220
Agility: 205
Wisdom: 200
Exp: 10,000
Zenny: 750

Special: Body Press, Stone Pillar

The Papan is not to be underestimated—it inflicts terrible damage to Fou-Lu's human form. Worse, you have no way of recovering from your injuries. To prevent such devastating losses, immediately change Fou-Lu into his Astral Dragon form. You have access to a new set of abilities, as well as increased HP.

Hammer the Papan with a series of Frost Strikes. You should inflict 4,000 points of damage per turn. Expect to take considerable damage—the Papan's Body Press attack harms even an emperor god. Keep the pressure on, and victory will be yours.

Once the battle is complete, return to Sonne. The villagers await your return, eager to learn more about the man that has defeated such a powerful adversary. As Fou-Lu tries to push his way past the throng of curious farmers, Mami rushes to him, offering him a place to rest after his formidable ordeal.

CAUTION

*Do **not** leave the confines of Sonne quite yet. There are dangers outside the city that Fou-Lu is not yet prepared to face.*

Chek (46)

Back in Chek, the party argues over what to do next. The only thing they can agree on is the need to speak with Ershin once more. Unfortunately, the newly liberated Endless is fast asleep after an afternoon of gorging her borrowed body. The Abbess suggests that if you wish to wake a god, you must do as you have done before—leave the waking world and travel within Ershin's Mind. With the Abbess' help, the party is transported into the ethereal depths of Ershin's Dream.

As before, lay your hands on Ershin and close your eyes..."

The world of Ershin's Dream is a wispy, cloud-covered landscape of arching land bridges and ornate temples. Make your way along the winding road, hopping off the beaten path to collect a double dose of Knockout Gas and a set of ManlyClothes. Continue down the only path available to you until you reach a soaring temple made of polished alabaster.

Inside you find a dreaming Ershin. Known as Deis in this realm, she tells you more of Ryu's origins and his ultimate destiny. Ershin/Deis tells you that for her to truly help Ryu, she must first awake—a task she can only complete when you have left her dreams. Leave the way you came to allow Deis to awaken.

"What?... Oh, yes. The Yorae Shrine."

Once awake, Ershin tells you of a place known as Yorae Shrine, where you must go. From this sacred site, you can summon other dragons to help you in your quest. Make your way westward from Chek.

Ershin Encounter

Head west along the newly revealed road. You come to a small canyon. As soon as your party has taken a few steps, you are visited by an old friend—Ershin's armor. Somehow, having been enchanted by bonding with an Endless, it wishes to remain close to Deis, after having been together with her for so long. Deis on the other hand is far from enthusiastic about even being near the obsolete suit of armor. Leaving the Ershin armor behind, the party continues on its way.

Where are you going?
Why are you leaving
Ershin behind?

New Encounters

Enemy - Crawler

HP: 950
Agility: 50
AP: 40
Wisdom: 1
Power: 83
Exp: 260
Defense: 50
Zenny: 60

Special: Air Raid

Crawlers are slimy, airborne cousins of the Catrpilr. Treat them as you would any bug—squash 'em! Hit them hard and fast with a dazzling array of physical assaults. Before eliminating the last one, try to learn its useful Air Raid ability. This attack can cause considerable damage and is a useful addition to your skills list.

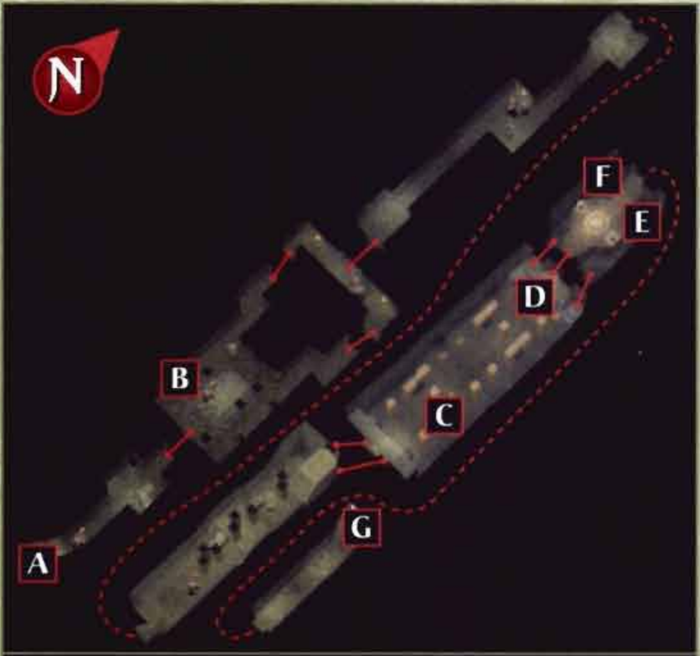
Enemy - Fiend

HP: 1,300
Agility: 45
AP: 40
Wisdom: 20
Power: 86
Exp: 300
Defense: 50
Zenny: 350

Special: Death, Rock Blast

Fiends represent a formidable combination of combat prowess and deadly magic. Don't even give them a chance to attack. Hit them with everything you've got, starting with an Oracle spell. By now, you should have transferred this ability to Nina. With her extraordinary wisdom rating, she should easily kill a Fiend in one shot.

Sinchon (48)



A. Start
B. Swallow Eye - 2
C. Dragon Scale
D. Column Timer Switch
E. Soul Ring
F. Magic Shard - 2
G. Exit

The mystic ruins of Sinchon lie dormant, covered in moss, dust, and hundreds of years of neglect. You find a staircase leading into the bowels of the shrine, although from the look of things, the most dangerous part of your journey may be the crumbling structure itself.

New Encounters

For a site of sacred power, this place sure seems to be crawling with the wrong element. Fiends can be found around every corner, along with a new mechanized terror—the Bot.

Enemy - Bot

HP: 1,100
Agility: 25
AP: 26
Wisdom: 15
Power: 81
Exp: 330
Defense: 52
Zenny: 0

Special: Flare

Bots are especially resistant to fire attacks, so avoid the Simoon or Firewind combo attacks. Instead, soften them up with a Cyclone hit, then have Cray and Scias finish them off with powerful physical strikes.

Enemy - ProtoBot

HP: 1,300	Agility: 75
AP: 100	Wisdom: 15
Power: 95	Exp: 400
Defense: 55	Zenny: 0

Special: Fireblast, Ram, Sacrifice

ProtoBots are the newest, most advanced Bot available—toting all the latest upgrades. The greatest danger when facing a ProtoBot is that it doesn't have any particular weakness. You simply have to bash it into submission with a series of direct physical or potent magical attacks. There won't be any knockout punches.

Expect to sustain at least some damage when combating a ProtoBot. Its Fireblast and Ram abilities in particular are especially powerful. Finally, although a ProtoBot doesn't have any particular vulnerability, it does have a strong resistance to fire-based attacks. Lean more toward wind-, water-, and earth-based magic, or just smash it with a stout club or razor-edged sword.

Head north through the ruins until you pass into a chamber supported by a series of crumbling pillars. Continue to the northeast, following a side passage as it winds through the decaying halls of the shrine. You eventually come to a doorway leading north—follow it into a new section of the temple.

MISSION TIP

Near this doorway a passage heads west. Use this hallway to double back into the pillared chamber and collect a pair of Swallow Eyes hidden inside a chest.

Make your way north, taking the easternmost passage when fallen columns force you to chose a path. You come to a tall staircase with doorways at the top and bottom. For now, head through the upper doorway and continue into the next chamber.

Hop along the broken pillars that dominate the next room. You find a chest containing three Dragon Scales. Continue northward, using the most efficient path to the chamber's end. Unfortunately, the pillars do not continue far enough to allow you access to a series of doorways nestled into the northern wall. Head back to the previous chamber, this time taking the lower of the two doorways.

By taking the door beneath the staircase, you enter the floor of the pillared room. Make your way along the base of the columns until you reach the northernmost edge of this chamber. In the wall you find a jewel-encrusted crest. Touch it by pressing ×. This raises the final two pillars in the room—but only for a limited time!

Rush back to the previous chamber containing the stairs and the two doorways, pressing ● to add extra speed. Head up the upper staircase, and rush across the columns following the easternmost row when given the choice. If you do this correctly, you should have just enough time to cross to the northern ledge overlooking the pillared room.

MISSION TIP

By following the westernmost series of columns, you gain access to a pair of chests containing Magic Shards and the Soul Ring. When the timer runs out, the column lowers, allowing you access to the westernmost of the three doorways. After collecting the items, exit out the easternmost doorway.

You can now enter the central chamber of the temple. Continue north to exit the chamber and meet up once again with Deis.

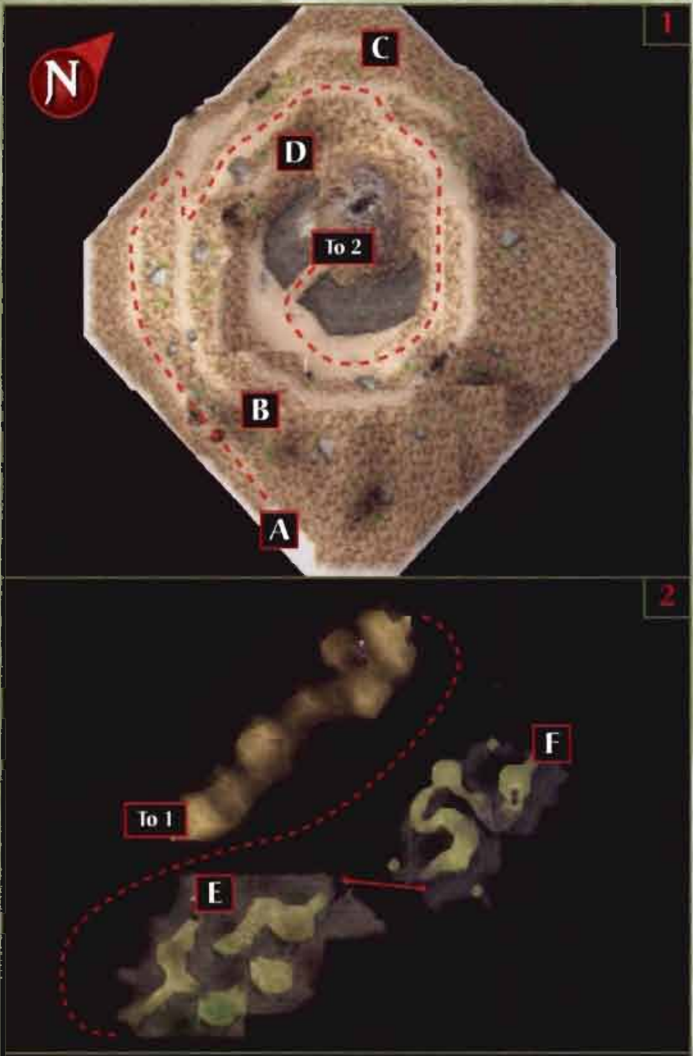
From this platform, countless dragons have been summoned—the entire area pulses with the energy of the Endless. The party once again enters a trance. The Endless have been summoned.

Sonne (47)

Standing in the fields overlooking the peaceful hamlet of Sonne, Fou-Lu senses the presence of an Endless. As the mystic aura of an immortal suffuses him, the earth shakes with sympathy, buffeting the village.

Head down the eastern road to the fields surrounding Sonne. The villagers are terrified, speaking of nothing save the anger of the god that resides within Mt. Yogy. Only when he is angered does the ground shake with such tremors. Speak with Mami one last time before making your way out of the village and toward the mountainside.

Mt. Yogy (49)



A. Start
B. Aurum
C. Wisdom Fruit
D. Magma Armor
E. MultiVitamin - 3
F. Exit

Mount Yogy is as barren and desolate a place as ever there was. Trails wind and encircle the calderas of Mt. Yogy. Begin ascending the mountain and have Fou-Lu destroy a rock sitting in the middle of the trail. Continue higher, winding west up the face of Mt. Yogy.

New Encounters

Enemy - Lavoid

HP: 3,200	**Agility: 120**
AP: 600	**Wisdom: 80**
Power: 220	**Exp: 2,200**
Defense: 150	**Zenny: 600**

Special: Magma Blast, Inferno, Fireblast, Flare, Burn

When facing a single Lavoid, Fou-Lu has little to worry about–he always gets to attack first. Even with an impressive 3200 HP, it can't stand up to the punishing blows of Fou-Lu's Royal Sword.

However, when facing more than one of these vicious blobs, expect to take at least a little damage. The special abilities utilized by Lavoids exploit Fou-Lu's vulnerability to fire. Be especially wary of Magma Blast or Inferno. Either one of these attacks can cause horrendous damage. If you face a pair of Lavoids in a mixed group of enemies, consider retreating from combat.

Enemy - Cairn

HP: 1,000	**Agility: 120**
AP: 50	**Wisdom: 50**
Power: 220	**Exp: 2,000**
Defense: 310	**Zenny: 800**

Special: Stone Pillar, Magic Ball

Cairns are not much of a threat to Fou-Lu. They wait patiently as you tear them apart, turn-by-turn. If you Guard to learn the potent Magic Ball attack, a Cairn will flee as quickly as it can.

Enemy - Bilbao

HP: 1,700	**Agility: 125**
AP: 80	**Wisdom: 1**
Power: 210	**Exp: 2,800**
Defense: 160	**Zenny: 230**

Special: Blitz

Bilbaos represent a genuine threat to Fou-Lu. Small groups are capable of injuring him severely, and large groups could even kill him. The greatest danger they pose is their Blitz ability. Each Bilbao can easily inflict at least 700 points of damage in a single turn. If faced with three or more Bilbaos, either flee from combat or immediately change into the Astral Dragon form. In human form, Fou-Lu is as good as dead.

Enemy - BlackGoo

HP: 2,300	**Agility: 175**
AP: 50	**Wisdom: 220**
Power: 240	**Exp: 3,200**
Defense: 180	**Zenny: 550**

Special: Flare, Death, Timed Blow, Ebonfire

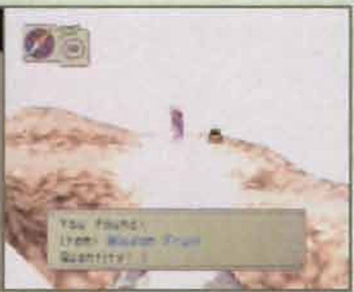
Singly, BlackGoos are no threat, but in small groups they can cause Fou-Lu considerable damage. Their Ebonfire ability in particular can deplete as many as 700 HP. There is no simple way to destroy small groups of BlackGoos without taking damage—if the surviving 'Goo uses its special abilities, you'll get hurt.

Fortunately, these gooey terrors are extremely vulnerable to physical attack. Fou-Lu should be able to tear through a 'Goo each turn in normal combat.

Wind around the mountainside, slowly working your way closer to the center. You can see a variety of pouches clearly visible on overlooking ledges. With no way to access these treasures, simply continue winding inward.

MISSION TIP

Take the westernmost of the two trails to find a pouch of Wisdom Fruit. You may need it for the upcoming battles.

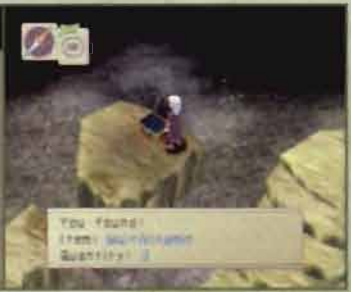


You eventually reach the domed core of the Mt. Yogy calderas. Cross the narrow land bridge to enter the heart of the mountain. You enter an enormously long cavern. Continue northward until you come to a break in the wall—this is the entrance to a new series of tunnels.

This next chamber consists of a series of land bridges and islands suspended in a sea of bubbling mineral water. Make your way northward—hopping from island to island and walkway to walkway—until you find a long ramp leading to a passage deeper within the mountain.

MISSION TIP

Make sure to veer to the west to find a chest sitting atop a plateau. Within the chest you find a triple dose of MultiVitamin. You will desperately need these precious little pills later on.



Continue northward, following the long and winding walkways within the bowels of the mountain. Fou-Lu quickly enters a gigantic domed chamber where the presence he has sensed resides. This huge hulking pile of sentient rock doesn't take kindly to Fou-Lu's questioning ways, and soon sets to the task of squashing the "puny little man" flat.

Enemy - Marl

HP: 16,000	**Agility: 170**
AP: 200	**Wisdom: 200**
Power: 300	**Exp: 20,000**
Defense: 320	**Zenny: 1,000**

Special: Summon Kin, Quake, Focus

The first thing Marl does is Summon Kin, bringing to his aid a Klod and a Bellwyd. Each of these creatures can cause considerable damage to Fou-Lu's human form, so change into the Astral Dragon as quickly as possible.

The key to defeating Marl and his ilk is the prudent use of the Eraser ability. This area-effect spell is absolutely ***devastating*** *against Marl and any tiny nuisance he cares to summon. Continue to hammer Marl with this potent ability, and victory is assured.*

Marl
Marl
Klod
Bellwyd

With Marl and his ilk finally destroyed, make your way outside the now-silent volcano and back down toward the hamlet of Sonne. As soon as you have cleared the crater's edge, you come face to face with Mami and her intolerant landlord. Its obvious that this scrawny fool both fears and dislikes Mami's "cousin Ryong." Let him vent before heading back to town to rest after your latest battle.

Sinchon (48)

As Fou-Lu slays false gods, Deis, Ryu, and the rest of your party finally stand in the presence of the truly Endless. Deis pleads with the incarnation of all of the dragons to impart to Ryu some of their power. She fears that, in Ryu's weak and vulnerable form, he will be swallowed and lost in their joining should he come in contact with Fou-Lu. Deis hopes that Ryu will instead control the melded and whole dragon that he must become, so that he might send her back to where she came from.

Sonne (47)

Despite Fou-Lu's best efforts to fit into Mami's life, things have finally fallen apart. Led by a tip from Mami's ever-jealous landlord, Imperial troops have come to Sonne. Rush back to Mami's hovel. She quickly joins you, barring the door in an attempt to protect Fou-Lu. With troops outside trying to break through, Mami tells Fou-Lu to save himself and escape through a crack behind the oven. Realizing that there is no other way, the emperor god flees, leaving Mami to the cruel whims of the Imperial Army.

Chek (46)

"And what do I find? A deserted village?"

"What would I do?

As Ryu and the rest of the party speak with the guardians of this world about destiny, fate, and heritage, Ershin's armor sits alone and asleep within Chek's only Inn. Startled awake by the Abbess, Ershin is told that Imperial troops have taken the tiny village in search of Ryu. The townsfolk of Chek have already been evacuated to an abandoned village to the north—and it's time you joined them. With the Abbess in tow, try to make your way to the main gate of Chek.

Ershin is stopped by Imperial patrols before she gets two steps out the door. There is no choice but to combat the invaders—either they walk away from this, or Ershin does.

BATTLE WITH IMPERIAL TROOPS

Ershin must face two waves of Imperial troops—the first consisting of a single Archer and Pikemen. The second wave includes an Archer supported by two Pikemen. Handle them all the same way—with a mighty rocket punch.

Enemy - Archer	
HP: 600	Agility: 13
AP: 20	Wisdom: 8
Power: 50	Exp: 130
Defense: 35	Zenny: 30
Special: None	

Enemy - Pikeman	
HP: 500	Agility: 13
AP: 20	Wisdom: 8
Power: 50	Exp: 125
Defense: 35	Zenny: 30
Special: Healing Herb	

Neither Pikemen nor Archers represent a significant threat to Ershin. Simply target each with a well-aimed flying fist to eliminate it with one punch. Expect to take a little damage, but with Ershin's amazing HP and defensive stats, it should be nothing more than a scratch.

Ershin should be able to easily handle the Imperial Army, sending the attacking troops packing in only a few turns. Unfortunately, the Imperial commander assigned to lead them isn't so easily vanquished. After a brief attempt to coax Ershin into revealing the location of Ryu, the commander brings his considerable magical talents to bear against our little metal hero. With a pinch of malice and a spark of light, Ershin's broken body is thrown across the courtyard.

Sinchon (48)

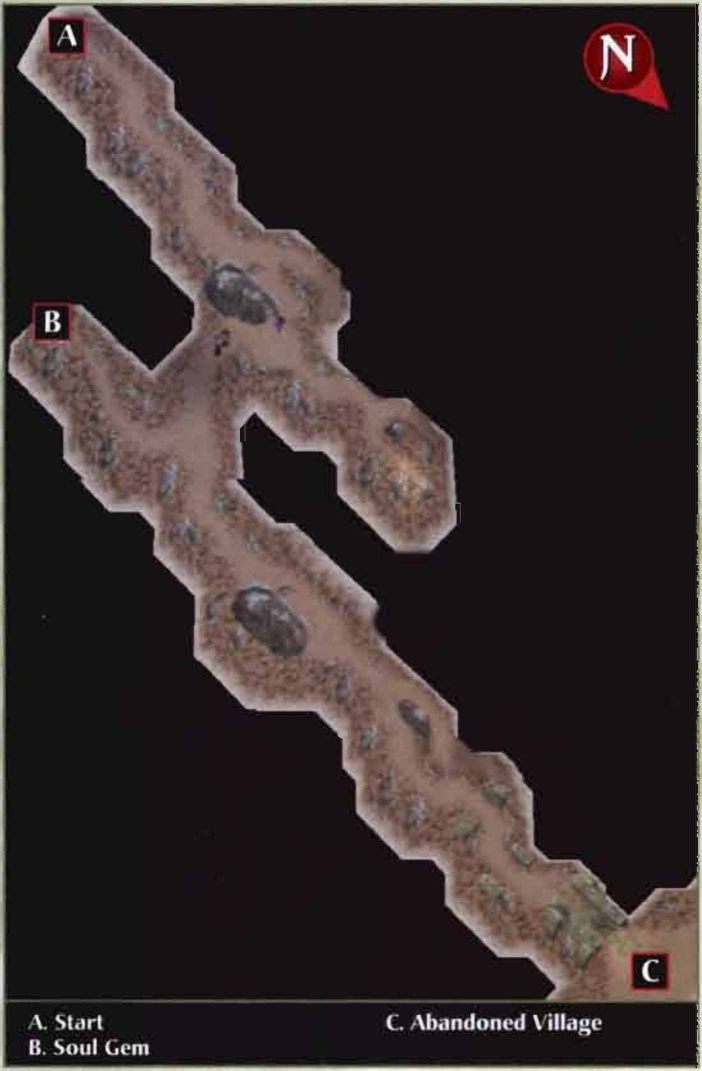
Back at Sinchon, the dragons finally agree to assist Ryu in his quest to become equal to the great Emperor Fou-Lu. The Wind Dragon instructs Ryu to seek each of the dragons out in their true form. As you find them, they will imbue him with a portion of their strength. To begin Ryu on his quest, the Wind Dragon allows Ryu to draw on his power and invoke the powerful Rainstorm ability. So, empowered by this new ability, make your way back through the temple and return to Chek.

Chek (46)

"What happened to the people in the village!?"

The party returns to find Chek abandoned and their companion Ershin sprawled out on the cobblestones of the village courtyard. The Abbess returns to reveal the details of Ershin's noble sacrifice only moments before the mystically animated armor succumbs to its terrible injuries. With a heavy heart, the Abbess instructs you to meet up with the townspeople of Chek in an old Abandoned Village north of the city. Heed her advice and make your way northward.

Mountain Pass (50)



A. Start
B. Soul Gem
C. Abandoned Village

The journey to the Abandoned Village is far from easy. To reach these remote ruins, you must traverse a treacherous mountain pass that is just *oozing* with vicious monsters and unseen dangers. Expect to meet up with packs of Bilbul and Yaen while climbing the mountainside.

New Encounters

Enemy - Yaen

HP: 1,000	**Agility: 60**
AP: 100	**Wisdom: 15**
Power: 93	**Exp: 360**
Defense: 30	**Zenny: 160**

Special: Chlorine, Rest

At this point in your journey, Yaen aren't quite powerful enough to offer much threat to your party. Hammer them with potent group-effect elemental spells such as Cyclone or Rock Blast to weaken the pack, then finish them off with a sword slice or two. Yaen are also particularly susceptible to Command and stat-altering spells.

Make your way northward, carefully avoiding blind trails and dead ends. When given a choice, keep to the northern and eastern passes. Expect to face stiff resistance as you creep ever northward. Continue until you reach a series of decaying walls and columns where your party can bed down for the night.

MISSION TIP

Dart down a southern pass to collect a Soul Gem hidden within a chest.

Morning brings a bitter surprise: upon leaving his tent, Ryu discovers that the party has been ambushed and captured in the night. You are introduced to an Imperial officer named Ursula, leader of the troops that now hold your party captive.

"I am Ursula, of the Fou Imperial Army."

"Did you torture them to find out about us!? Huh!?"

Although disciplined and steadfast in her duties to the Empire, Ursula seems genuinely moved by your party's concern for the villagers of Chek. After a short discussion, she is eventually swayed by the words of Nina and Cray to visit the Abandoned Village to the north.

Village Proper

With her prisoners in tow, Ursula enters the Abandoned Village, searching for the missing townspeople. What she finds is enough to horrify even a hardened Imperial officer. Your old nemesis, the Imperial commander, has beaten you to the village, beating and torturing the townspeople of Chek in an attempt to gain new information about Ryu's whereabouts.

"I just asked them where I might find the dragon."

Looking to settle the score with Ryu, Nina, and the rest of the party after his humiliating defeat, the commander decides to test the mettle of the Ursula's captives with one of his latest creations.

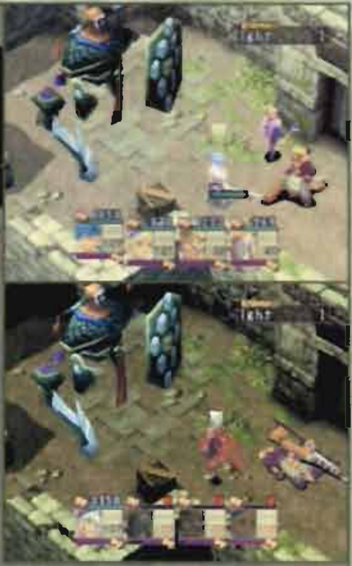
"Come now--let's settle our score."

Battle with Ight

Enemy - Ight

HP: 2,999
AP: 1,000
Power: 150
Defense: 15
Agility: 1
Wisdom: 30
Exp: 3,600
Zenny: 0

Special: Jab, Inferno



The commander's latest pet is a hulking beast that you have almost no chance of defeating. Even your best combo attacks do nothing but ricochet off of its thick armor plating. Physical attacks are even less effective, often doing no damage whatsoever.

Ight cuts through your party with the greatest of ease. Its incredible Jab attack can cause up to 600 points of damage to every member of your party—every turn. To make matters worse, this abomination seems to have been specifically created to hunt dragons, doing more damage to Ryu than any other member of the party.

Don't bother assuming the Hybrid Dragon form—Ight will only break you down in a single turn of attacks. In fact, place all of your party in Guard mode except Ryu. When he is severely injured by Ight, don't use any Healing Herbs or Vitamins to restore his health. When Ryu is reduced to 0 HP, a startling transformation occurs, as well as a shift in the tides of battle.

The battle quickly turns against you, with every major member of your party severely injured or knocked unconscious. In a cry of primal rage, Ryu's anger and desperation are loosed in the form of a giant golden dragon. Utilizing a new attack known as KaiserBreath, this powerful beast lays waste to Ight, destroying both the warrior spirit and the commander who summoned it.

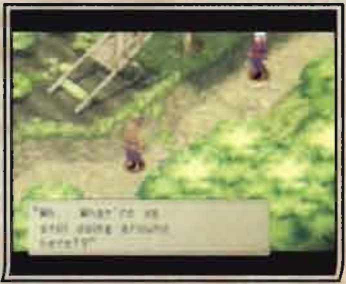
"Uuuurrrrrraaaahhh!!"

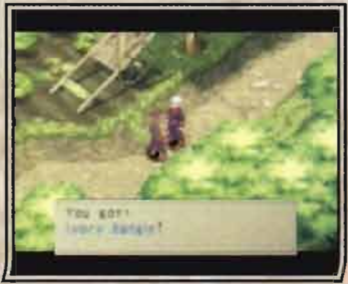
Ursula wakes only moments later, bruised and dazed, her entire command of Imperial troops annihilated by the magics unleashed by Ryu's blood rage. Only a smoldering crater remains of Ight and the Imperial commander.

Chapter III: Streams

Sonne (47)

Life in the humble hamlet of Sonne is slowly returning to normal. Mami has been taken away in chains, her fate uncertain, while the Imperial troops have finally left the village. When quiet settles across the town, Fou-Lu, the emperor god, slowly creeps from his hiding place in the woods. Fou-Lu is overwhelmed with concern for Mami, the simple village woman who sacrificed herself so that he might escape.

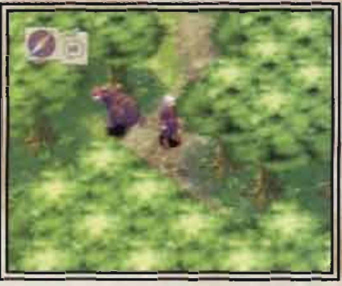




Fou-Lu encounters a villager at the edge of town who is sympathetic about his plight, offering him reassuring words as well as an Ivory Bangle. The peasant implores Fou-Lu to flee and not allow Mami's sacrifice to be in vain. An ancient shrine on the other side of the woods may offer the emperor sanctuary. Head east along the village road to enter the nearby woods–the same place that you battled the Papan.

MISSION TIP

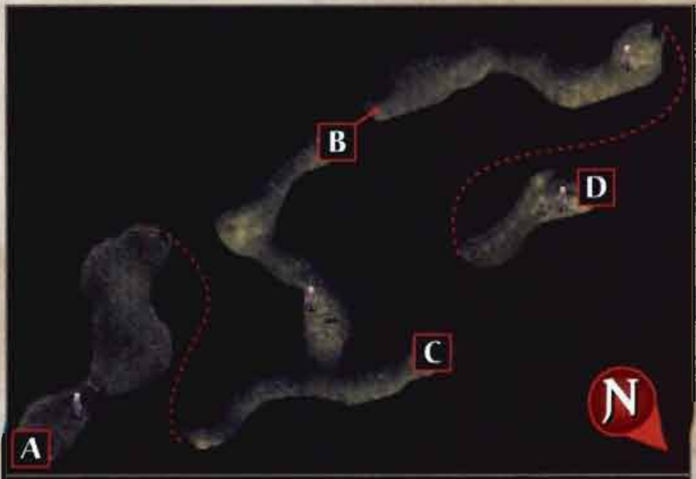
The Ivory Bangle is truly a gift worthy of an emperor god. It restores HP at an astounding rate, allowing Fou-Lu to recover from damage without the aid of Healing Herbs or Vitamins. After each combat, outfit Fou-Lu with the Ivory Bangle. Within a few steps, his every injury will be miraculously healed.



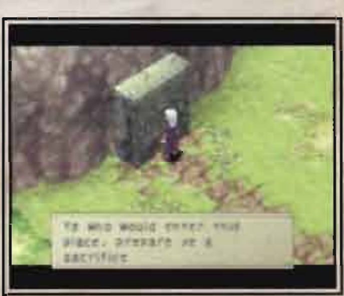
Head east through the dense wood until you come to the baby Papan. This once-imposing animal was reduced to its infant form when it fell under the shadow of the emperor's power. The now-tiny beast seems to have an affinity for Fou-Lu, following him wherever he goes. After you've picked up this groupie, turn toward the southern forest trail to exit the woods.

NOTE: *Fou-Lu cannot camp anywhere on the world map, as Ryu and his party can.*

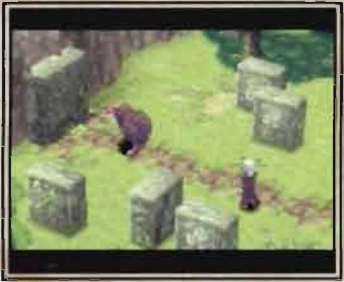
Sanctum (52)



A. Start
B. Water Gem
C. Icicle
D. Exit

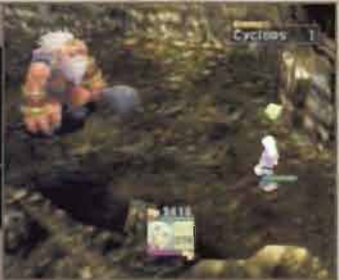


Following the main road south, Fou-Lu eventually reaches the Sanctum the Sonne villager told him about. A great stone with the words "Ye who enter this place, prepare ye a sacrifice" scrolled across its front seals the entrance to the Sanctum.



From behind Fou-Lu, the baby Papan enters the clearing of the Sanctum. Papan smashes itself into the great stone at the entrance of the Sanctum. Despite Fou-Lu's cry to stop, the baby Papan continues, eventually collapsing to the ground.

Enemy - Cyclops



HP: 10,000
AP: 100
Power: 230
Defense: 80
Agility: 75
Wisdom: 5
Exp: 3,500
Zenny: 200

Special: Risky Blow, Blitz, SpiritBlast

The Cyclops is a fierce adversary, especially in comparison to the Cairn that you face elsewhere in the Sanctum. Hammer this one-eyed behemoth relentlessly. After a couple of rounds of combat, there is a good chance that the Cyclops's club will break, reducing the amount of damage that it can inflict upon you.

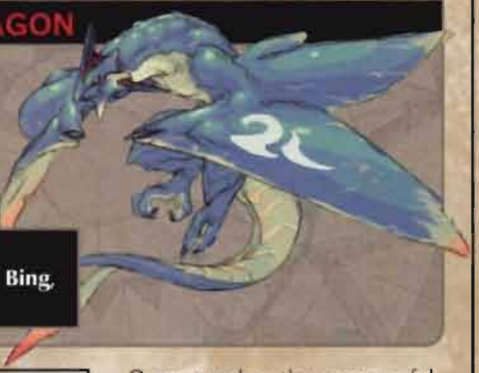
The Sanctum is little more than a series of tidy caverns, connected by massive cracks and fissures in the cave walls. Head west, moving from passageway to passageway on your way through the Sanctum. Expect to meet intermittent groups of Cairns or individual Cyclops. When you approach a split in the cavern, follow the passage branching to the southwest.

MISSION TIP

Move briefly down the northwest passage to net a single Icicle hidden within a chest.

Following the southwest passage you quickly come across a mysterious glowing blue gem. This is the last remaining essence of a dragon, whose shell has faded with the passing ages. Press × to collect the Water Gem Dragon Crystal and open a passageway to the west.

SERPENT DRAGON



The mystic Water Gem grants Fou-Lu the power of the Serpent, allowing him to take an entirely new hybrid dragon form.

Breath: **Waterspout**
Attacks: **Frost Strike, Bing, Bing'ah, Snap**

Once you clear the passage, follow the adjoining cavern to the northwest. Fou-Lu eventually comes to an exit, allowing him to leave the mysterious confines of the Sanctum.

Soma Forest (53)

Soma seems to be a peaceful forest, but two steps into this gentle glen you'll learn otherwise. Bilboas, Shadows, Bandits, and Morphs frequent this area, often attacking en masse. Be prepared for fierce combat as you head west.

New Encounters

Enemy - Morph

HP: 2,800	Agility: 50
AP: 100	Wisdom: 100
Power: 140	Exp: 680
Defense: 75	Zenny: 600

Special: Flare

Besides being much more durable than any Wyd has a right to be, it can utilize potent Flare attacks against the emperor to great effect. You have only one round of flame-free grace before a Morph starts raining death down on your head. Eliminate them with a series of well-placed sword strikes.

Enemy - Shadow

HP: 1,500	Agility: 90
AP: 90	Wisdom: 100
Power: 170	Exp: 1,500
Defense: 105	Zenny: 400

Special: Disembowel, Target

Given the first opportunity, these skilled thieves simply flee from your presence. Those Shadows that stick around are extremely difficult to hit. Use any direct damage spell such as Burn or Sever, which Fou-Lu may have learned via his connection to Ryu.

When encountering mixed groups of Shadows and Bandits, target the Bandits first. More often than not, the Shadows flee from your presence, while the Bandits remain to fight.

Head southwest, passing a large oak tree that dominates this first section of Soma. Down the western ravine, you find a MultiVitamin, tucked away in a chest. Collect it, then return and follow the gully to the south until you reach a new area to explore.

Continue southwest, following the floor of an increasingly deep ravine. As the ravine floor gently slopes upward, Fou-Lu stops, sensing a great evil about to befall him.

Elsewhere, the living sacrifice of a young woman has been laid on the altar of the Carronade. With all the necessary preparations made, General Yohm orders the terrible weapon fired at the Soma Forests near the southern end of the continent. With a blinding flash of sickly purple light, the awesome power of the Carronade is let loose.

Caught with no place to run, Fou-Lu stands at ground zero as the Carronade's Hex rips through the Soma Forests. Weakened and injured, Fou-Lu stumbles to the ground, dumbfounded at how dangerous the mortals of this age have become. Moments before lapsing into unconsciousness, a tiny ring falls to the ground beside him, causing the emperor god to lose himself in bouts of maniacal laughter.

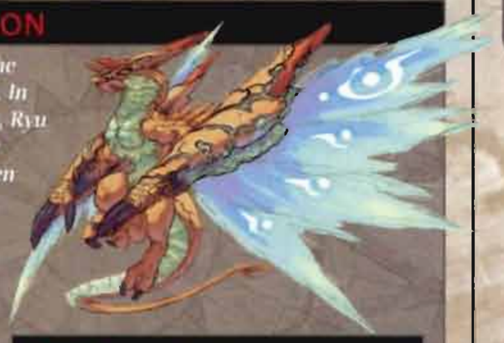
Abandoned Village (51)

The battle with Commander Rasso finished, Ryu sleeps. Meanwhile, the rest of the party tries to decide what course of action to take. Nina, returning from Ryu's side, suggests that instead of trying to flee Ryu's destiny, they actually seek out the First Emperor within the territory of the Empire. As everyone comes to agree on the wisdom of this idea, Ursula, the only Imperial officer to survive the last battle, is freed to join the party.

KAISER DRAGON

Ryu now has access to the powerful Kaiser Dragon. In addition to new abilities, Ryu also has access to a new hybrid dragon form when engaging in combat.

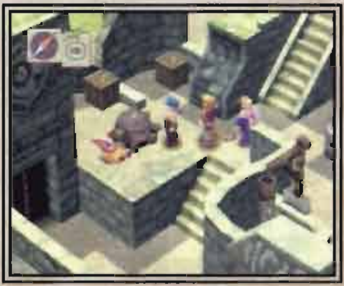
The Kaiser Dragon is uncontrollable until you have gained the power of all seven dragons. After you've gained their power, you will have full control of its abilities.



Breath: KaiserBreath
Attacks: Aura Smash, Hwajeh, Ahryu P'ung, Patoh Pah, Palliate, Sanctuary

Chek (46)

Go to Chek, heading toward the home of the Abbess once you arrive. As your party climbs the stairs to the Abbess, you notice Deis lying asleep beside Ershin's armor. There is no way to wake her. Go directly to the Abbess's home.



The Abbess agrees with Nina's plan. She concludes that with the help of Ryu's other half, the Emperor Fou-Lu, Ryu might be better able to control his powers. The party asks for Ursula's aid in getting to the Empire to search for the emperor god. She quickly agrees, effectively joining your party.

Ally - Ursula

HP: 843	Agility: 58
AP: 52	Wisdom: 73
Power: 92	Level: 20
Defense: 97	

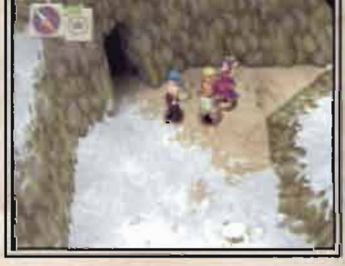
Ursula is a potent fighter, and equal to most members of your party. Her beginning stats are as impressive as her potent armament–the powerful Scattergun. This weapon can inflict heavy damage to all enemies simultaneously. To round out the package, Ursula uses a variety of different magics including Flare, Fireblast, and Rock Blast.

At the Abbess's suggestion, return to the sleeping body of Deis. As you awaken her, you are in for a serious surprise—Ershin's armor is alive! Deis decides that she can't go around borrowing Rhem's body forever, and she can better assist you in the armored suit. Although she isn't happy about it, Deis/Ershin agrees to join you on your quest to find Emperor Fou-Lu. With your party complete, leave Chek and begin making your way down the mountainside.

NOTE: *Once you have found and received the power of another Dragon, return to Chek and see the Abbess. She will teach you some incredibly useful new skills, as well as offer to apprentice members of your party.*

Mt. Ryft (54)

Mt. Ryft is a barren, icy wasteland. Worse, it is simply brimming with all sorts of demonic nasties including Fiends, Yaen, and a new kid on the block, the BlueBall. Go south through the snows to find a cavern entrance cutting into the mountainside. You may need to adjust your perspective to see the cavern.



New Encounters

Enemy - BlueBall

HP: 1,300	Agility: 60
AP: 30	Wisdom: 13
Power: 96	Exp: 380
Defense: 56	Zenny: 60

Special: Giant Growth, Frost Strike

BlueBalls have the annoying ability to damage everyone in your party's combat rank in a single attack. Fortunately, the damage is usually pretty light. Nail BlueBalls with area-effect combination attacks or with the ranged fire of Ursula or Ershin—both of these characters can consistently inflict 1,000+ points of damage per strike. Between rocket fists and Scattershot, battles with BlueBalls should be relatively simple.

Enemy - Mud Pup

HP: 800	Agility: 35
AP: 56	Wisdom: 1
Power: 88	Exp: 180
Defense: 52	Zenny: 65

Special: Sleep, Confuse, Snooze

Although incapable of inflicting extreme amounts of direct damage, Mud Pups can use their Sleep special ability to great effect. One or two of your characters may succumb to the tender lullaby of these creatures per turn. Finally, Mud Pups are slippery little buggers, making them very difficult to hit.

Use a series of fire-based combination attacks. Mud Pups typically travel in groups, allowing you to take advantage of their primary vulnerability on a grand scale.

A waterfall and bubbling pool of crystal blue water dominate the cavern interior. Use a small series of protruding rock formations to the south to hop across the tiny body of water. Once you reach the far side of the cavern, follow the westernmost passage to continue.

CAUTION

There are no rewards at the end of these dead-end tunnels—only hungry monsters. Stay on the beaten path.

Continue westward until you come to yet another pool of water. Near the center of this pool is an island where you can find a new weapon for Ershin—the devastating Rocket Punch. Hop across the many stepping stones to collect this treasure, then return to the main trail cutting through the cavern. Continue west until the passage splits. Follow the passage heading northwest to find the exit from the caverns beneath Mt. Ryft.

Outside the cavern, an icy river flows swiftly to the west. Within view is a makeshift wooden raft, made of rope and bound logs. Hop aboard this rickety vessel to go down the raging water.

NAVIGATE THE ICY RIVER

Use ← and → to maneuver the raft down the river. Every time you hit the bank, a little piece of the raft comes loose. If the raft is completely destroyed, you have to start over, so be careful. Get extra points by picking up the bags you see floating in the river.

The river runs swiftly, so keep an eye open for twisting currents. Although made of little more than twigs and bark, your raft can take a surprising amount of damage. You have to careen into the river bank five times to completely obliterate your tiny vessel.

Keep your motions on the river fluid. You can capture the most bags in the river by staying closest to the center. When you make a play for bags near the riverbank, make sure that you don't overcompensate and send yourself aground. Ideally, you should already be steering away from the bag by the time your raft makes contact to pick it up. Remember, the bags bounce off the riverbank just like you do.

If you're unlucky enough to ground your tiny raft, you have to start over again. Run westward along the river back from the point you restart. You find a chest filled with three Fish-heads—quite a consolation prize!

After completing their river trek, the party decides they need to acquire a sandflier. Find such a vessel in the border town of Shyde. Head south to reach this tiny port village.

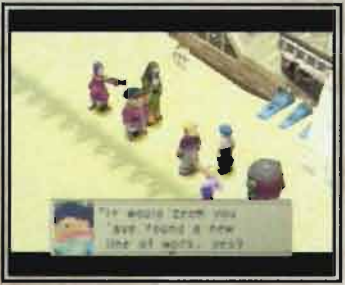
Shyde (31)

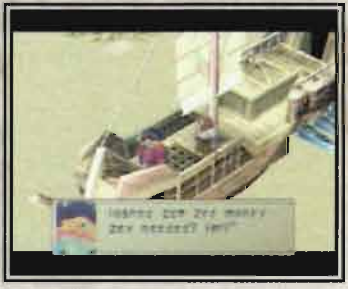
Every direction you look, merchants peddle their wares, or traders stop to rest after their long journey across the desert. Collect supplies, then go to the Tavern on the far side of the Sandflier Bridge. The barkeep tells you how to catch a sandflier.

MISSION TIP

Stock up on Healing Herbs and Antidotes before leaving Shyde. It will be a while before you have a chance to purchase any new supplies. Also add Jabbergrass to your supply list. Many of the creatures you'll face use attacks that rob your characters of their ability to speak.

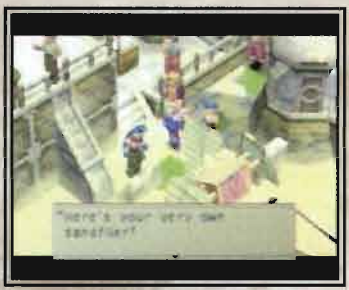
Once you pick the barkeep's brain clean, go to the city center. Midway there, a huge barge passes beneath the raised drawbridge. With only seconds to decide, both Ursula and Scias leap onto the decks of the barge, using a blazing Scattergun and swinging sword to bring the vessel to a stop. Every member of the crew flees in terror; only the captain of the ship stays behind—a trader of your acquaintance.



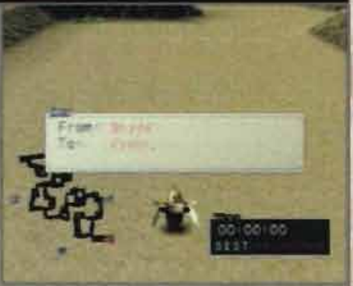


After a brief but painful discussion, Marlok agrees to lend the party the money they need to buy their own sandflier—instead of attacking his. Passing them a Bond worth tens of thousands of Zenny, the greedy trader collects his crew and hurries back on his way.

With the Bond in hand, lead the dumbfounded Cray and Nina back to the Tavern. The barkeep has sandfliers to sell—especially to those with newfound wealth! Once you purchase your new vessel and listen to a few safety instructions, go to Kyoin.



HANDLING A SANDFLIER

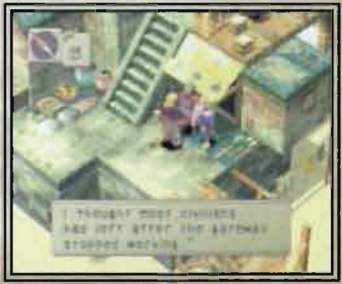


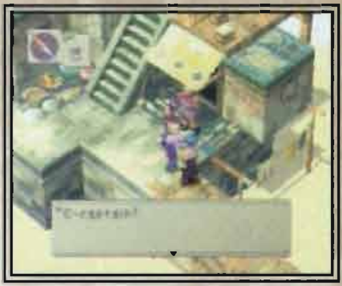
Use ← and → to control the heading of the sandflier. Press ● to accelerate. You continue to accelerate as long as you push the button. Press × to brake. The brakes begin to work as soon as the button is pressed. Jump by driving over the sand dunes in the desert. Try moving the directional buttons in a circle while jumping.

The sandflier has poor traction, tending to slide around corners. Cut turns tightly, allowing yourself plenty of room to slide. If you lose control, you can slam right into a sand dune wall. Doing so completely obliterates your forward momentum.

Also, use the minimap in the lower left corner of the screen. You can see where curves, turns, and jumpable sand dunes are going to be, and better prepare for them.

Kyoin (24)

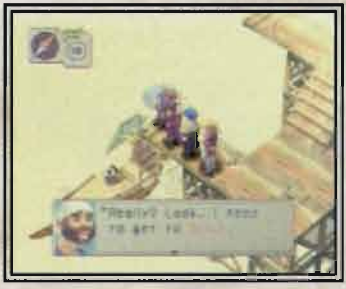




Your sandflier docks at one of the Kyoin's many wharves. Move northward along the gangway to enter the city proper. The settlement is virtually deserted. Ever since a group of troublemakers came through the city, the Causeway hasn't worked correctly. Without the traffic to Hesperia, the merchants and civilians of this area moved on to greener pastures.

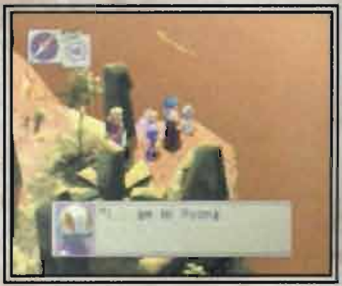
Lead the party with Captain Ursula. The few Imperial troops still stationed here instantly recognize her. Interrogate each of them before going inside the empty structures that make up this once-thriving settlement. You soon find a road-weary traveler with a few ideas on how to get to Hesperia, Causeway or no. After speaking with everyone, go to your sandflier.

NOTE: *Enter the Causeway Temple if you'd like. All elevators leading to the top are unavailable, making use of the mystic structure impossible.*



The same carpetbagger you chatted with only moments before is standing near your ride, eyeing the sandflier suspiciously. Engage him in conversation to learn of a settlement known as Shikk that lies to the north of Kyoin. The traveler hopes to join you on the way to Shikk, then cross a small inland sea to get to Hesperia. Allow him to tag along, but don't go to Hesperia quite yet.

Mud Dragon



After you can go back to Kyoin on the sandflier, visit the Muddy Cliff (14) north of the Dam. Speak with the dragon here and he gives you his power and a new ability—Mud Flow.

Kyoin (24)

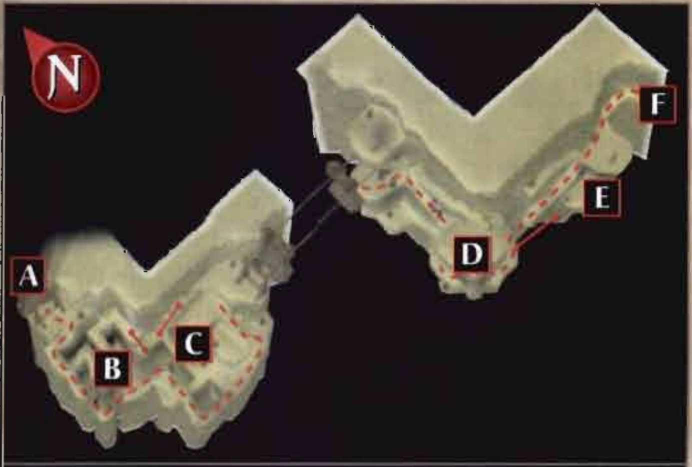
Once you receive the Mud Dragon's blessing, go back to Kyoin to resume your long sandflier journey to the Shikk region.

ROAD TO SHIKK

The desert between Kyoin and Shikk tends to be twisty and confusing. The central portion of the course is filled with small plateaus and sand dunes that all look alike. Keep your eye on the on-screen minimap for a reliable guide. Also, watch how high you jump when coming off of the sand dunes. Although jumping nets you extra game points, jumping too far casts you off the course–costing you valuable time.

Once you make it to the Shikk region, your thankful traveler offers you a gift before making his way on foot toward the distant city. Follow his lead, leaving the sandflier behind as you head eastward.

Mt. Giga (59)



A. Start
B. 800 Zenny
C. Fire Gem
D. MultiVitamin
E. Weather Wand
F. To the Great Desert

The winding trails of Mt. Giga are vaguely reminiscent of the Cliffs first scaled by Ryu and Nina at the beginning of their adventure. Go south to a large mechanical winch and Gondola. This device transports you over the widest chasms you must traverse.

New Encounters

Enemy - Saruga

HP: 1,500
AP: 60
Power: 95
Defense: 65
Agility: 70
Wisdom: 20
Exp: 500
Zenny: 280

Special: Muffle, Blitz

They may look like an orange version of what you have already defeated a dozen times, but don't be fooled. What separates them from the pack–beyond their impressive HP–is their deadly Blitz special ability. With this single attack, a Saruga can inflict as much as 400 points of damage to every character in combat. And don't forget, Saruga fight in groups.

Attack Saruga to the exclusion of other enemies, taking them out early. You have a one-turn grace period where Saruga become "furious" before they begin using their Blitz ability. Rotate injured characters to the back row as they take damage, allowing fresh combatants to come forward. The first time you battle Saruga, place all characters in Guard mode in an attempt to learn the devastating Blitz ability.

Enemy - Legion

HP: 1,200
AP: 40
Power: 85
Defense: 80
Agility: 45
Wisdom: 30
Exp: 500
Zenny: 120

Special: Silence

Not only are Legions powerful fighters that can regenerate almost any damage that doesn't kill them, they power up when struck! This powered up version of a Legion can inflict as many as 600 points of melee damage in a single strike, and it's virtually immune to Ursula's Scattergun, Ryu's sword, or the Oracle attack.

Quickly nail this freakish monstrosity with an Oracle blast, followed up by a potent physical strike from Cray or Scias. Don't attack a Legion until you're ready to kill it! That means no area-effect attacks when battling a group of mixed enemies including a Legion.

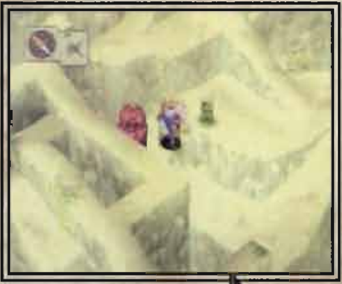
If you invoke the wrath of a powered up version of this beast, nail it with a series of your deadliest combination attacks. The key is to inflict enough damage to kill it in one turn. Any punishment that doesn't eliminate a Legion outright will be healed by the next round of combat. However, the experience value of a powered up Legion is triple the normal amount.

Keep Jabbergrass or Panacea ready to cure the effects of the Legion's Silence ability. When affected, your characters can't use any of their spells or special attacks.

This side of the canyon is fraught with coiling trails and dead-ends. Go south, leaping across the chasm using a series of jump points in the trail. Now turn east, continuing to wend your way through the confusing twists and turns of Mt. Giga.

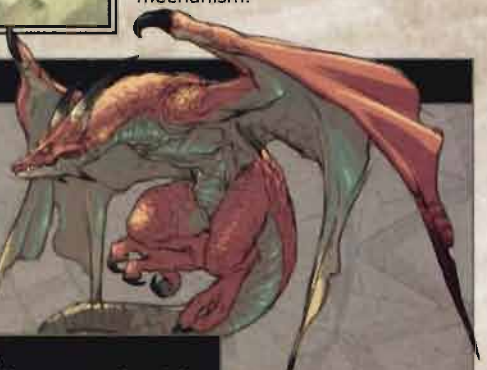
MISSION TIP

Look to the west to find a lone plateau. On it is a pouch full of 800 Zenny.



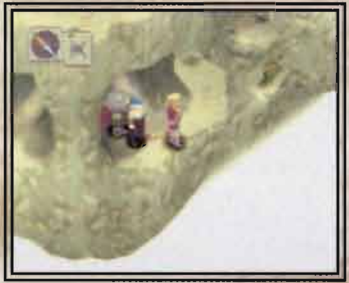
Discover a strangely glowing crimson gem. This is the Fire Gem Dragon Crystal. Collecting it imbues Ryu with the power of the Wyvern and a new hybrid dragon form in combat. Once you snatch up the Fire Gem, head up the land ramp to the east and go toward another enormous trolley mechanism.

WYVERN



Breath: Gigaflame
Attacks: Flame Strike, Hwa, Jeh, Might

The mechanized trolley transports you across another massive chasm to the eastern rim of the canyon. Take the lower of the two trails you discover. This trail leads you down a land ramp and out onto a ledge carved directly into the cliff face. Head east up another land ramp. The trail you need can be a little difficult to see, but if you hug the cliff face as you move, you should be able to follow it. Follow this trail up and out of the Mt. Giga area.



MISSION TIP

From the second trolley, send the party southward on the upper of the two trails until you reach a large circular plateau. Near the western edge of the canyon, you find a small pouch containing a MultiVitamin.

MISSION TIP

From the lower ledge, hop along a series of outcroppings to reach a chest containing the Weather Wand. This weapon is a potent new upgrade for Nina.

Checkpoint (55)

Along the north road to Shikk, your party runs into a little problem. Due to skirmishes and minor battles between Alliance nations, the way to Shikk has been blocked—no traffic can go in or out. Ursula suggests an attack by moonlight, using the cover of darkness to your advantage. Cray suggests a more diplomatic approach and attempts to talk his way through the roadblock. Unfortunately, Cray's face is far too well known within the Alliance Army.

BATTLE WITH ALLIANCE TROOPS

Enemy - Y. Troop

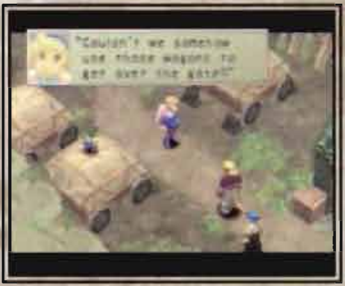
HP: 700	**Agility: 28**
AP: 30	**Wisdom: 1**
Power: 55	**Exp: 700**
Defense: 50	**Zenny: 100**
Special: Rock Blast, Protect	

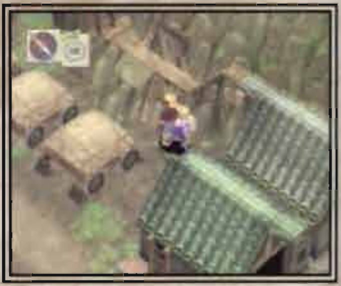
Enemy - G. Troop

HP: 700	**Agility: 28**
AP: 30	**Wisdom: 1**
Power: 55	**Exp: 700**
Defense: 50	**Zenny: 100**
Special: Sever, Speed	

You really don't need to do anything fancy with this bumbling pair. Simply attack each in turn to defeat them. The damage they cause Cray is almost incidental compared to the punishment Cray can inflict. The combat should last no longer than two turns.

Although you handled the two guards easily, an entire squad comes to reinforce them—you are simply going to have to find another way through the blockade. Looking around the checkpoint, Nina suggests using the many wagons to get over the roadblock.





Use Cray to push all of the wagons so that they line up in a row. Two of the wagons are completely immobile, while two can be rolled into new positions. Once the wagons are properly situated, climb on top of the building near the center of the checkpoint and jump off the north end of it. You should bounce from wagon to wagon, finally landing on top of the battlement used in the blockade. Jump down and continue north to slip past the guards.

MISSION TIP

Push a wagon near the south end of town between the buildings and a chest sitting atop a crate. From the roof of the building, you can jump on the wagon and bounce on top of the crate to collect the triple dose of Ginseng.

Crossroads (56)

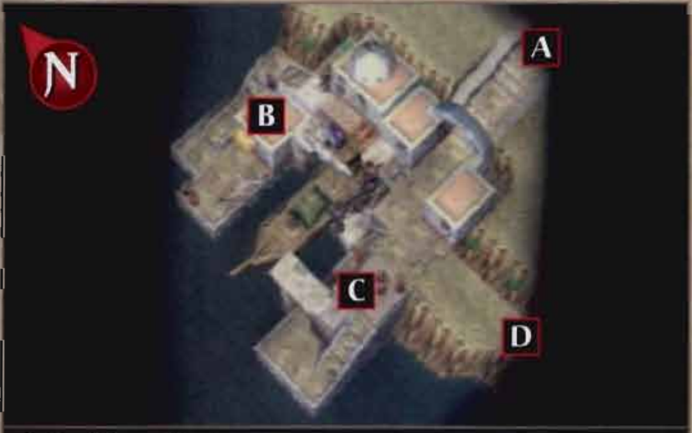
On the long road north to Shikk, investigate as many encounter indicators as you can. About halfway up the north road, you find a strange crossroads. Battle your way through Legions and Saruga to reach an eastbound road. Follow this thoroughfare to discover a secret path to the northeast that leads to the Tree of Wisdom.

Tree of Wisdom (57)

Standing at the center of this clearing is an odd figure, waiting patiently for the Yorae Dragon. This enigmatic figure is Su Ryong, called the Tree of Wisdom by mortals. Lead with Ryu, and engage this mystic entity in conversation.

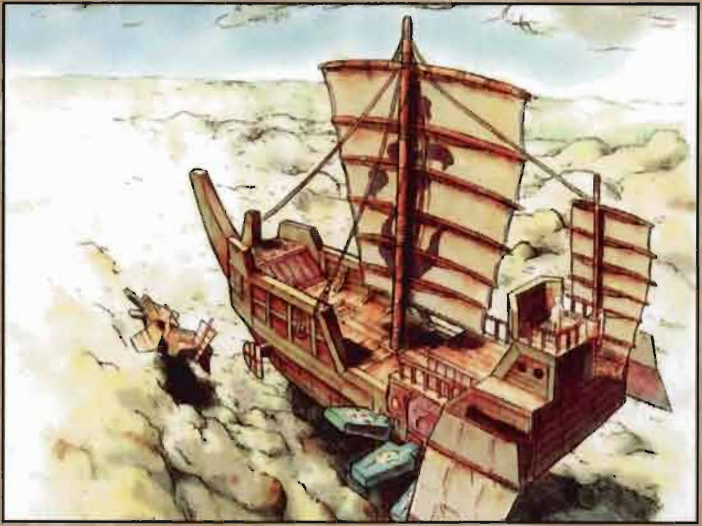
When Su Ryong offers Ryu his help, accept it. He grants Ryu the power of the Tree Dragon and the use of the Holy Circle ability. Heed his cryptic message about "another whose song can be heard in the breaking of the waves" before continuing to Shikk.

Shikk (58)



A. Road from Checkpoint
B. Weapons Shop (Upstairs)
Tavern/Inn (Downstairs)
C. Exchange "Treasure"
D. Road to Fane

Move among the Shikk's few residents, asking them how to hire a ship to cross the ocean to Hesperia. You are directed to the Tavern to try to find the owner of the only ship in port.



Head to the north side of town to find the only building you can enter at this point. You find a wonderfully stocked Weapon Shop with new equipment and upgrades for almost everyone. As funds permit, purchase a Claymore for Ryu, a Quarterstaff for Cray, a Flintlock for Ursula, and a Weather Wand for Nina. Also upgrade your armor and stock up on supplies.

CAUTION

When you purchase the Flintlock for Ursula, don't trade her Scattergun to get it. Although the Flintlock is a more powerful weapon, it lacks the Scattergun's ability to fire on multiple targets.

NOTE: *If you picked up the Weather Wand when crossing Mt. Giga, you saved 5,500 Zenny.*

When you've made your purchases, head to the lower level via the stairs in the back of the shop. Here you find the Tavern you've heard so much about. Speak with the men at the bar about sailing on their ship to Hesperia. They tell you that *no one* sails on their vessels without the explicit blessing of the sea gods.

With this disappointing news, head back out into the streets of Shikk and speak with a lonely dockworker sitting beside the main road. He tells you that a shrine to Fane, the sea god, is just up the road to the south. Take this path out of the city in search of your "blessing."

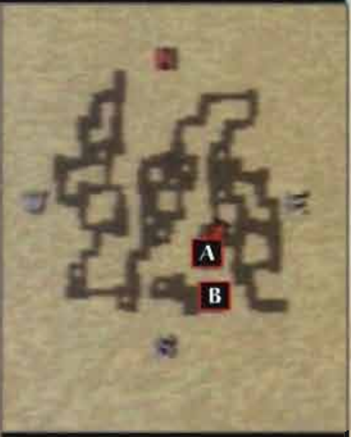
MISSION TIP

Make a quick trip to a small building down by the docks on the west side of the city. Upstairs, be sure to collect a Water Bomb tucked away inside a set of shelves on the wall. Downstairs you find a man clearing out an old storeroom. He will gladly trade your treasure for a better one.

SAND DRAGON'S OASIS

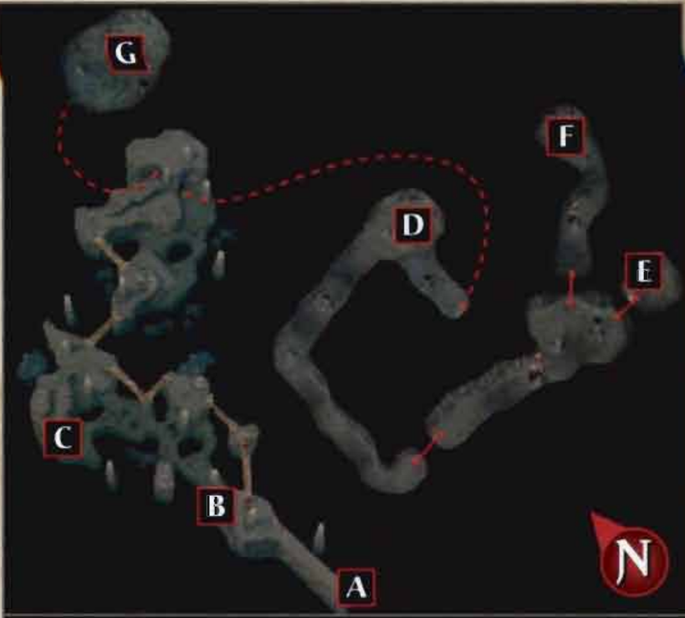
Now that you've been to Shikk, you can visit the Sand Dragon at any time. Simply head back to your sandflier and set sail for Shyde. On the Shikk to Shyde course, you see an isolated portion of the map, near the desert's southernmost edge. Use the sand dunes to jump from point A to the oasis beyond.

Once you have made the jump, move to engage the Sand Dragon in conversation. This benevolent entity grants Ryu his power and bestows upon him the powerful Onslaught ability. Once you have learned what you need from this dragon, return to the course and go back to the Shikk region.



A. Jump Sand Dune here
B. Sand Dragon Oasis

Fane (60)



A. Start
B. Hanger - 5
C. Ammonia - 2
D. Drop Wave Stone
E. Wetsuit
F. Wave Stone
G. Meet "God of the Sea"

You want the blessing
of the God of the Sea

The Fane is little more than a series of rocky islands and winding tide pools. Move northward along the rickety plank bridges you find to speak with a sailor guarding the Fane. Once you tell him of your intent to gain the sea god's blessing, he allows you to proceed.

New Encounters

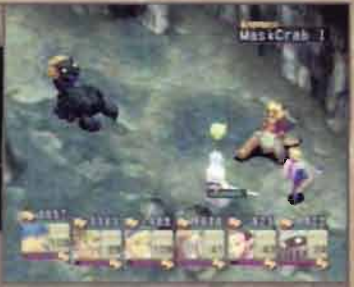
Enemy - Bad Coil

HP: 1,400	Agility: 10
AP: 60	Wisdom: 20
Power: 100	Exp: 310
Defense: 70	Zenny: 80

Special: Command, Snap, Might, Slow

Bad Coils are relatively easy foes to deal with, as long as you know the tricks. Bad Coils are weak against fire and take extra damage when attacked with this element. Hammer them with powerful fire-based combination attacks such as Simoon or Firewind. Although Bad Coils are also vulnerable to direct physical attack, some of your strongest characters, such as Cray and Scias, have a hard time hitting them.

Enemy - MaskCrab

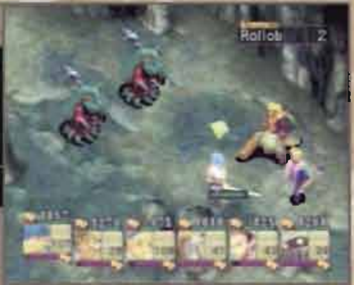


HP: 1,200	Agility: 40
AP: 40	Wisdom: 10
Power: 100	Exp: 220
Defense: 78	Zenny: 210

Special: Blind, Double Blow, Reversal

MaskCrabs offer very little threat to your party. MaskCrabs tend to attack in small groups or singly, and their special attacks only affect one character at a time. Although you can make shark bait out of them with direct physical assault, MaskCrabs are especially susceptible to both earth and fire attacks. Nail them with the Eruption combination attack to rid yourself of these pesky annoyances quickly.

Enemy - Rollob



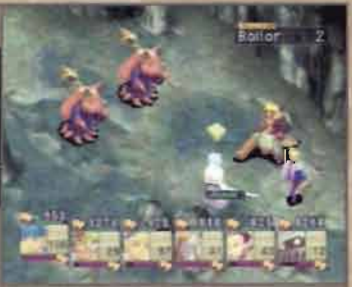
HP: 1,600	Agility: 1
AP: 20	Wisdom: 10
Power: 105	Exp: 400
Defense: 60	Zenny: 200

Special: Ice Blast, Lightning

Rollob are easy to defeat—as long as you do it quickly. They have access to a wide variety of wind and water magics that can cause considerable damage to your entire party. Luckily, they typically don't begin using these potent attacks until the second or third round of combat.

Attack hard and early, taking full advantage of the Rollob's extreme vulnerability to fire. Even the lowly Burn ability causes more than 200 points of damage. More powerful combination attacks such as Eruption or Simoon can annihilate entire groups of Rollob.

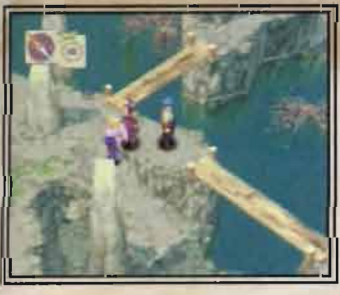
Enemy - Bollor



HP: 1,400	Agility: 1
AP: 20	Wisdom: 10
Power: 105	Exp: 330
Defense: 60	Zenny: 150

Special: Sever

Bollor are very similar to their greenish cousins, except they tend to concentrate on wind magic. They share a Rollob's extreme vulnerability to fire, as well as the tendency to be completely destroyed by a well-timed Firewind, Eruption, or Simoon attack. More so than most of the enemies you face in the Fane, Bollor tend to use their special ability early and often.

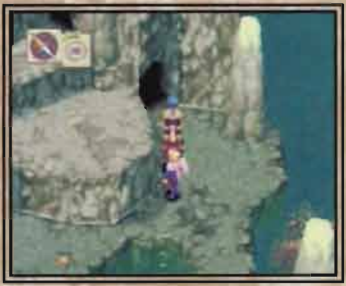


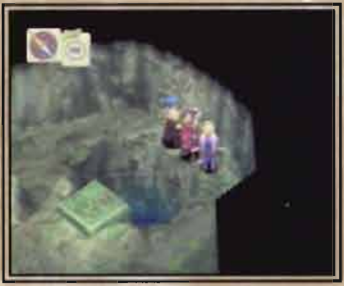
Continue northward, winding your way from rocky island to island. Expect heavy fighting—this area is overflowing with BlueBalls, Bollors, and massive MaskCrabs. Most every creature you face shares the same vulnerability–fire. Use your best fire-based combination attacks to clear the way as you progress toward the northeastern corner of the Fane.

MISSION TIP

Cut back to the south along the marshy tide pools to reach a chest containing a bonanza of five Hangers.

You eventually discover a massive outcropping of rocks with a pair of cavern entrances. Your goal should be the lower of the two. Go down a land ramp to the east to reach the marshy tide pools below. From these tide pools you can enter a slimy series of tunnels.

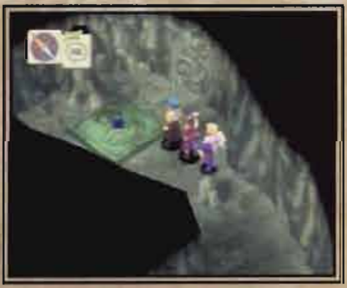


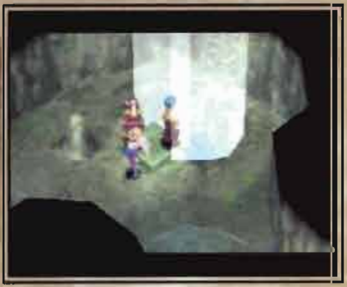


Inside the caverns you find a strange altar sitting beside a crystal blue pool of water. Read the inscription written on the cave wall, then progress down the passageway to the west. The caverns of the Fane wind in a long circular pattern, turning to the south, then east before ending in a large, secluded chamber. Of the two cavern doorways you find in this chamber, choose the one to the north.

MISSION TIP

You can find a Wetsuit in the cavern entrance to the east.





Follow the snaking tunnel just a little bit farther to the north. Here you find an altar, similar to the one you first encountered near the entrance to the caverns. Sitting in the middle of the altar is a glowing blue Wave Stone. Collect it and go back to the cavern entrance.

Move to the edge of the pool of crystal blue waters then press × to drop the Wave Stone within the pool. This "awakens" the waters, causing a blinding white shaft of light to shine up into the chamber above. Leave the cavern, and climb up to the second upper cavern entrance to the north.

Here you meet the avatar of the Sea Dragon. He grants you volumes of sagely advice, along with his blessing for traveling the seas. As proof of his blessing, Ryu is given the Salt Stone. Show this to the sailors back in Shikk as evidence that the gods have smiled upon you. Once you have completed your conversation with the Sea Dragon, go out of the Fane and back to the coastal village of Shikk.

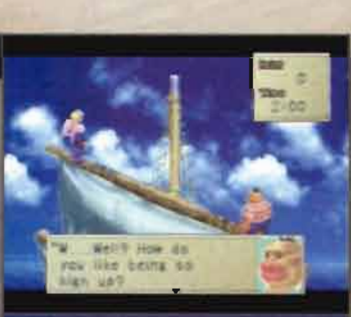
NOTE: The Sea Dragon will not bestow his power on you until you find him while crossing the sea on the way to Hesperia.

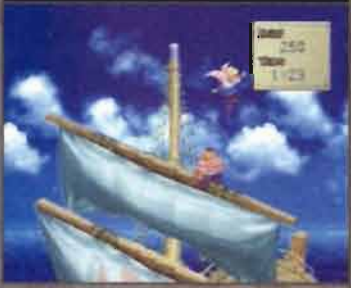
Shikk (58)

Back in Shikk, head directly for the Tavern where you first met the group of rowdy sailors. Seeing the Salt Stone in your hand, the captain of the bunch agrees to transport. However, upon reaching the wharf, you discover a small problem. The sailors have a rule that they live and die by—no girls allowed. Even after Ursula proves her strength by quickly dispatching their newly hired comrade Kahn, the sailors still won't budge.

Finally, Nina comes up with an idea. If she can best Iggy—one of the toughest sailors around— in one-on-one combat, then she will have proven she is as strong as any of them. The sailors agree to putting Nina to the test, arranging a challenge high atop the mast of their ship.

PUSHING IGGY





You win if you can push Iggy of the mast before time runs out. Press × to jump. If you jump on his head, it stuns him for a moment. Use ■ to build up speed to ram him.

The key to beating Iggy is letting yourself get bottled up in a corner. As Iggy comes to knock you off the mast, jump on his head, landing behind him. While he is stunned and ***standing on the end of the mast*** *build up some speed by pressing ■ and push his bloated carcass off the side.*

You have to move quickly. Iggy recovers very fast, often coming out of his stupor just as you attempt to bump him. Be persistent. You may have to attempt this challenge several times to succeed.

Scoring

Every time you are bumped, you lose 50 game points. If you're actually knocked from the mast, you lose 100. For every time you jump atop Iggy's shaggy head, you gain 50 points. If you can bump him, you gain 100.

Don't jump so far that you fall of the end of the mast. You lose the 100 points whether you jump or Iggy pushes you.

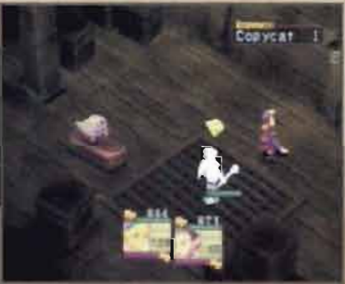
Nina has definitely surprised the sailors with her strength, speed, and courage. But they still aren't convinced that the girls could handle life at sea. They must pass one more test for the sailors to be sure. Leading Nina and Ursula to the belly of their ship, the captain demands one last thing—that they spend a night in the Hold.

The Hold

The Hold is a dark, dank, wretched place, filled with bugs, ocean slime, and the occasional spooky noise. Within moments of arriving in the bowels of the ship, things go from bad to worse. All the creatures come out from their hiding places to see what the captain has thrown down. From Ghosts to Rats, vermin of every conceivable description come pouring at the girls.

Creatures of the Hold

Enemy - Copycat

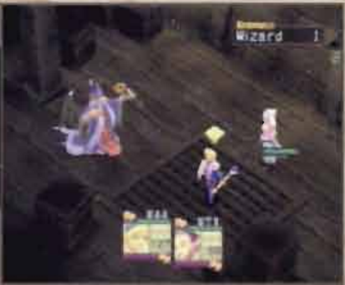


HP: 2,000	**Agility: 50**
AP: 30	**Wisdom: 20**
Power: 100	**Exp: 1,000**
Defense: 60	**Zenny: 800**

Special: Blitz

The Copycat may look like your average Ghost, but it is vastly more powerful. In addition to being tougher and capable of dishing out mountains of damage, a Copycat also powers up into a deadlier Wizard form the first time you use any special ability against it.

Enemy - Wizard Form



HP: 1,800	**Agility: 40**
AP: 25	**Wisdom: 20**
Power: 105	**Exp: 500**
Defense: 50	**Zenny: 400**

Special: Recall, Jump, Bad Back

Despite the dangers of using magic against a Copycat, your best bet is still the Oracle ability. If you have assigned this skill to Nina, you can inflict at least 1,200 points of damage in the first turn alone. Follow up with Flintlock fire from Ursula, and victory should be yours within two rounds of combat.

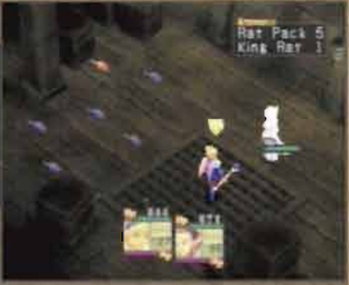
Enemy - Rat Pack

HP: 600
AP: 36
Power: 75
Defense: 30
Agility: 50
Wisdom: 5
Exp: 200
Zenny: 5
Special: Snap

Enemy - King Rat

HP: 200
AP: 30
Power: 90
Defense: 12
Agility: 45
Wisdom: 8
Exp: 1,200
Zenny: 10

Special: None



A Rat Pack is actually a group of five Rats, each with the stats listed above. The King Rat crawls near the back rank of the Rat Pack. Use an area-effect combination attack such as Ursula's Flare, followed up with a Cyclone from Nina. Whatever the Flare doesn't kill outright, the Cyclone's fiery explosion will. Don't give these little rodents a chance to attack you—with six-to-two odds, things could get messy.

After Nina and Ursula have survived two waves of merciless monsters, things seem to be looking up. That is, until a single Sea Louse falls from the upper decks of the boat. Ursula's screams echo through the night as thousands of these tiny vermin fall from the ceiling.

Morning

Come morning, Ryu and the rest of the party awaken from their comfortable night in the Inn. Go to the docks to talk with Mr. Zig, the boat's captain. He is impressed with the strength and bravery the girls showed by staying in the Hold the entire night. With a cheerful smile, he agrees to allow them aboard his vessel.

Ocean Bound

With the wind in the sails, the party is off across the great blue ocean. Mr. Zig informs you that they can't take you all the way to the western continent but will instead drop you off at the town of Lyp on the Northern Islands. From there you can walk across the Tidal Flats to the mainland. With that message, Ryu and Nina are free to explore the ship.

Head belowdecks, speaking to everyone with every member of your party in turn. Move through the captain's quarters, the crew quarters, and finally, the Hold. As Nina shows Ryu where she and Ursula spent the night, something rocks the ship. Over and over, something rams against the bottom of the hull. Rush topside to warn Mr. Zig.

MISSION TIP

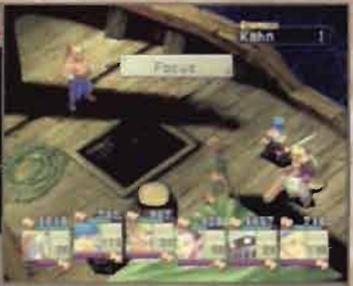
Grab the Warbler out of one of the cabinets in the captain's quarters.

The ship continues to rock as some creature chases the vessel, ramming it repeatedly. With a mighty roar, Kahn, your old friend, comes bursting from the ocean. With the taste of his two previous defeats still bitter in his mouth, Kahn challenges your party to combat on the decks of the ship.

Enemy - Kahn: Round 3

HP: 12,000
AP: 200
Power: 128
Defense: 70
Agility: 65
Wisdom: 30
Exp: 12,000
Zenny: 0

Special: Focus, Shout, Tiger Fist, Flex



Kahn is back again, and this time he's new and improved! If you expected the same easy battles you've had in the past, think again. This goliath can injure or even kill your characters if you aren't careful.

Even without his special abilities, Kahn is a formidable opponent. In a single blow, Kahn can inflict 400–500 points of damage. Further, with 12,000 HP, Kahn can withstand a tremendous amount of punishment. Kahn uses his special abilities at the drop of a hat, nailing your entire party with his mighty Shout or the poisoning effects of Flex. However, Kahn's favorite is Focus, allowing him to inflict up to 700 points of damage in a single blow in his following turn.

Rotate your characters frequently, allowing your freshest fighters to take the combat ranks, while giving those that have been injured a chance to rest. Nina's Oracle, Scias's ShiningBlade, and Ryu's dragon attacks are effective ways of cutting Kahn down to size. Finally, have Ershin draw Kahn's fire with her Stand Out ability, while other, more vulnerable characters hammer Kahn mercilessly.

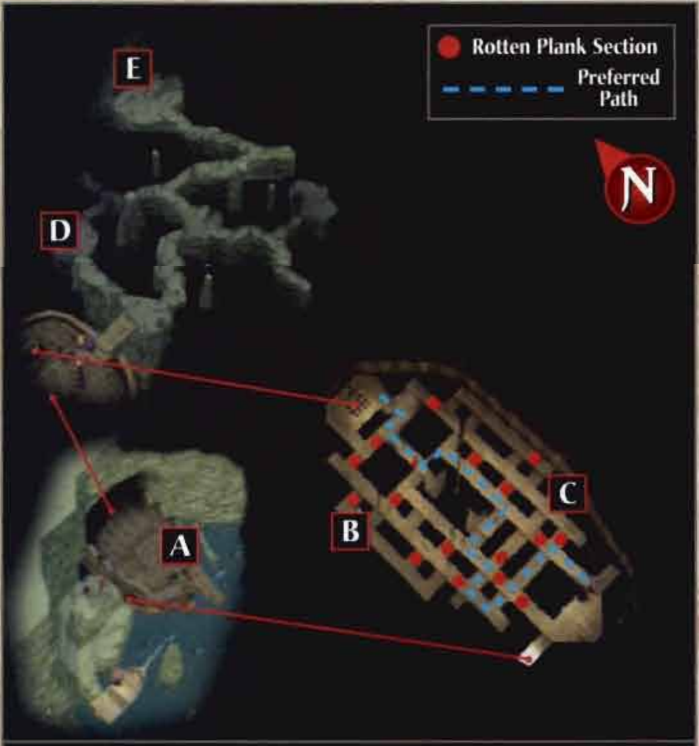
With Kahn floating with the dolphins, the sea journey continues uneventfully. Days later, almost halfway to Lyp, the winds that propelled your vessel die down, leaving the ship becalmed. With a look of dread on his face, Mr. Zig explains that somehow, the ship has come too close to the dreaded Island of Fire. Strange spirits are said to dwell on this island, threatening any ship foolish enough to draw too close.

After hearing this tale, Nina concludes that the "spirits" of the island may in fact be an avatar of one of the dragons that you seek. Although he thinks the decision foolish, if you want to go the island, Mr. Zig will lend you his dingy for the trip over. Talk with Zig's brother Iggy to pile into the dingy and go to the island.

MISSION TIP

Before leaving, head belowdecks, then reemerge topside to find one of the brothers peddling goods. Stock up on Vitamins and other equipment that you may need before heading back to Iggy.

Island of Fire (61)



A. 1,500 Zenny
B. Ring of Fire
C. Burnt Plug - 3
D. Panacea - 2
E. Battle Glebe

Iggy rows the small dingy to the shores of this desolate island. You can return to the boat at any time by meeting up with Iggy at the cove where you begin your explorations. Start your journey by heading east into the broken hull of a wrecked ship.

The interior of the hulk is a crisscross of flimsy, rotten, wooden planks. As soon as Ryu sets foot inside the vessel, a small glowing Will O' the Wisp comes and floats above his head. This tiny creature warns Ryu when he is about to approach a rotten plank that will collapse beneath him. Expect regular attacks from Rollob, Bollor, as well as the appearance of a few Gulpers and the new Istalk.

***NOTE:** When the Wisp glows blue, Ryu is safe from any danger. As he approaches a dangerous section of plank, the Wisp glows yellow. When Ryu stands before a section of plank that is about to collapse, the Wisp glows red.*

New Encounters

Enemy - Istalk

HP: 1,500
AP: 1,000
Power: 110
Defense: 75
Agility: 90
Wisdom: 50
Exp: 430
Zenny: 230

Special: Transfer, Vitalize, Sacrifice

Istalks are tricky opponents to defeat. If you find them individually, nail them with Oracle or powerful elemental magics. However, Istalks typically work as magical batteries for other enemies, such as small groups of Gulpers. Every turn, the Istalk transfers some of its power to its allies, allowing them to utilize their most potent magics against you.

When an Istalk is left alone, it often Sacrifices itself, exploding and sapping all but one HP from every character in your combat ranks. It is best to eliminate an Istalk first, before other targets, to prevent both the use of its Transfer ability and its suicide bombing.

Enemy - Sepoy

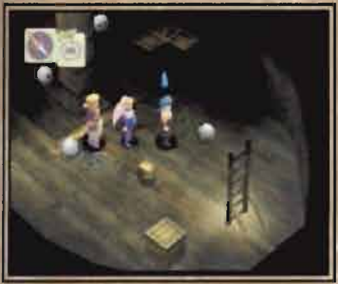
HP: 2,000
AP: 50
Power: 105
Defense: 60
Agility: 100
Wisdom: 35
Exp: 650
Zenny: 280

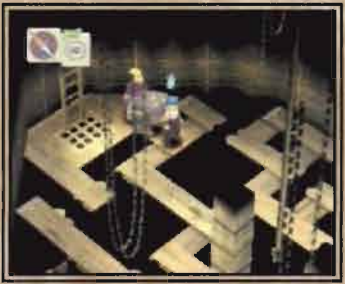
Special: SwordBreaker, Focus

Handle Sepoy with extreme caution. Generally speaking, they cause little damage and offer little threat, but every so often they deal out a devastating attack. The SwordBreaker ability causes considerable injury in addition to lowering the overall defense of the target. When followed up by a Sepoy who has used Focus the turn before, the result can often be 700+ points of damage in a single turn.

Sepoys are vulnerable to fire-based attacks and direct physical assault. Nail them with potent area-effect combination spells such as Simoon or Eruption, followed up by blows from your most powerful fighters.

If you misstep and fall through a rotted plank, the entire party will plunge headlong into the decaying hold of the decrepit wreck. There is little of value in this room, so climb the ladder to the south and exit quickly. If you linger too long, you draw the unwanted attention of an Istalk and a small group of Gulpers.

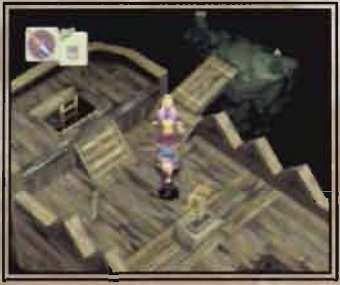




Use the Wisp to avoid the rotten planks spanning the interior of the shipwreck, slowly making your way northward. When you finally traverse the dangers of this chamber, climb the ladder to the upper deck of the hulk.

MISSION TIP

To the east is a chest filled with three Burnt Plugs. Find a similar chest containing a Ring of Fire in the chamber's western side.



You emerge on the wreck's upper deck, a wooden gangplank spanning the distance to a series of winding walkways. Head east along the darkened trail, turning north when the path splits. Return to your easterly direction when the trail splits yet again. The party soon arrives at the mouth of an enormous cavern. Make sure every character in your party is fully healed before entering this ominous passageway.

MISSION TIP

Follow the only westbound pathway to find a chest filled with two Panaceas. This is the same chest you could see but not reach as you entered this section of the island.

"Deis is wondering if this is even one of the Endless."

Creeping slowly into the cavern, the party comes face to face with an enormous entity that fancies itself a god. Although this behemoth is extremely powerful, Deis informs the party that it only feeds off the auras of the Endless and is not itself a god. The conversation about this creature's true nature ends abruptly as it decides to make sacrifices of the humans that stand before it.

BATTLE WITH GLEBE

Enemy - Glebe

HP: 17,500	**Agility: 60**
AP: 150	**Wisdom: 22**
Power: 128	**Exp: 15,000**
Defense: 75	**Zenny: 12,000**

Special: SummonMinion, Tempest, Giant Growth, Resist

Glebe is an absolutely gigantic beast, with more HP than any opponent the party has faced before. Glebe's first attack strategy is to bring in second stringers using its SummonMinion ability. These "minions" consist of a Loam and the same strange chest-sized demon you've faced once before in Kyria.

Enemy - Loam

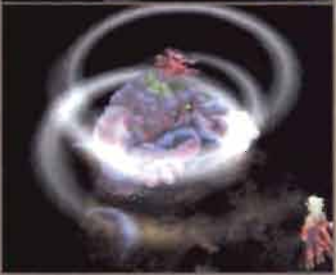
HP: 1,300	**Agility: 45**
AP: 28	**Wisdom: 40**
Power: 115	**Exp: 550**
Defense: 75	**Zenny: 80**

Special: Frost, Molasses, Weaken, Enfeeble, Vitalize

Enemy - ???

HP: 400	**Agility: 16**
AP: 100	**Wisdom: 50**
Power: 70	**Exp: 450**
Defense: 15	**Zenny: 100**

Special: Sleep, Confuse, Silence, Snap



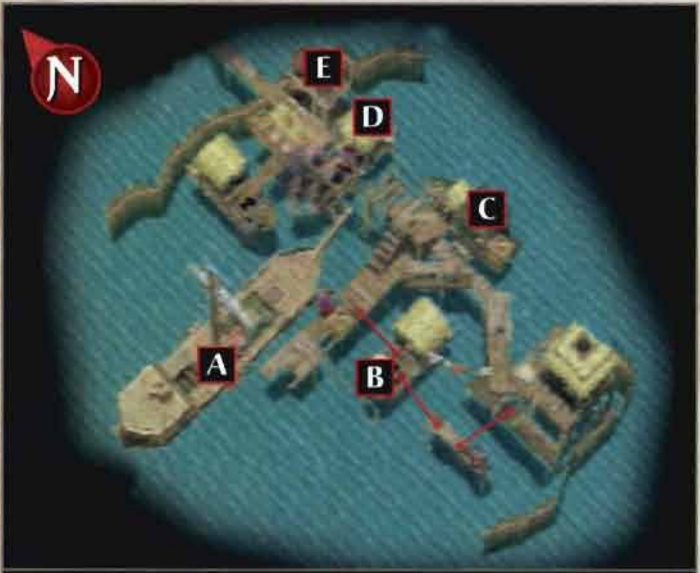
Don't waste your time attacking Glebe's minions. Your goal should be the Big Kahuna himself. Deal with both Glebe and his toadies by using your most potent fire- and earth-based combination attacks. Glebe, the Loam, and the mystery monster all share the same vulnerability to fire and earth elemental spells, making these attacks particularly effective. Don't be afraid to pull out all the stops and use Ryu's dragon abilities. A Mudslide or Onslaught goes a long way to weakening the giant Glebe.

In your first round of combat, transform Ryu into the Wyvern hybrid form. The fire-based spells you have access to do devastating damage to Glebe and his minion. Keep hammering away with your best combos, making sure to finish off the Loam and mystery monster every time they appear. Glebe spends most of his energy summoning reinforcements, sparing you the full brunt of his dangerous special abilities.

"Looks like the wind's picked up again."

With the mighty Glebe defeated, go back to Iggy in his little dingy. He rows you back to a very grateful Mr. Zig. The coast is now clear, and the winds have returned. Drop belowdecks to rest after your ordeal on the Island of Fire. When you awaken, climb topside and speak one last time to Mr. Zig, then continue on your merry way to the port city of Lyp.

Lyp (62)



A. Zig's Ship
B. Item's Shop
C. Manillo Merchant
D. Weapon's Shop
E. Inn

"It was nothing!

Nina and Ryu thank Mr. Zig for all of his help before venturing into the lively city of Lyp. Mr. Zig tells the party that if they ever need to use his ship again, just drop by.

Hop across to the boat directly south of Zig's ship. Here you can replenish any supplies that may have become depleted. Continue to hop southward until you encounter a green little man fishing on the dock.

Gyosil
"You like fishing too?

This is Gyosil, fisherman and master. As long as you have 3,000 fishing points, he will bestow upon you all of his knowledge. Studying under Gyosil gives you access to the Ward ability.

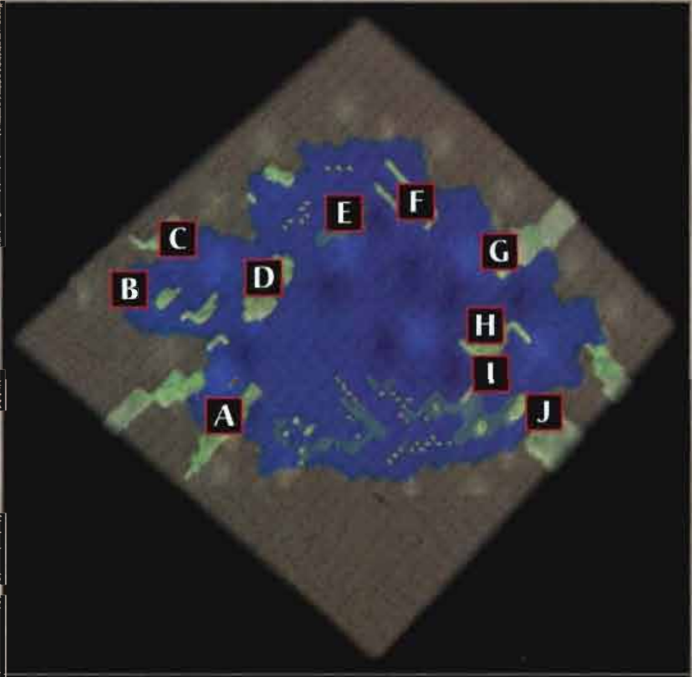
Gyosil doesn't offer you skills as do other masters; instead he offers fishing poles. If you have more than 4,000 fishing points, he'll give you the Ring of Ice. He gives a Spanner at 6,000, and a Master's Rod at 9,500.

Head north to the Weapon Shop. You find a bonanza of new weapons and equipment for your party. As funds allow, pick up the PiercingEdge for Ryu, the Sparkler for Ursula, Battle Rod for Nina, and Stone Club for Cray. A variety of new armor is also available for purchase. With all of your shopping done, find a pier on the north end of the city, and head inland.

MISSION TIP

A Manillo merchant is also standing by, willing to engage in his normal "fish-for-weapons" barter. The weapons and armor available are vastly superior to what you can find at the Weapon Shop.

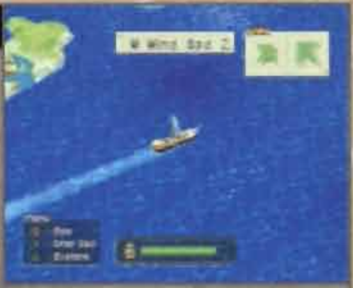
Sailing the Sea



A. Lyp
B. Water Ward
C. Fishing Spot
D. Island of Fire
E. Sea Dragon
F. Bent Screw
G. Shikk
H. Nameless Island
I. Manly Clothes
J. Harmonic Ring

Once you arrive in Lyp, you can return to Zig's ship any time that you would like for a little sailing. To find the Sea Dragon you need to use his vessel. But first you need to learn the ins and outs of navigating and sailing.

SAIL AWAY



Wind Direction *You can make the ship move in the same direction as the wind by pressing × to raise the ship's sails. Use the directional buttons to change the ship's direction, but you cannot move against the wind while the sails are up. You can use the ship's oars by pressing ●.*

Judging Wind Direction *The window on the upper right of the screen shows the current wind speed and direction. The direction the wind will change to is also displayed. You can conserve supplies by waiting with sails down until the wind begins to blow in the direction you want to go.*

Mission Note

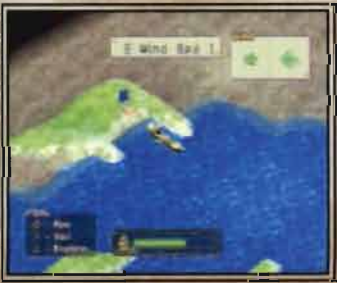
Don't let the wind direction fool you–if a northwestern wind is displayed, NW is where the wind is blowing from, not the direction it is blowing.

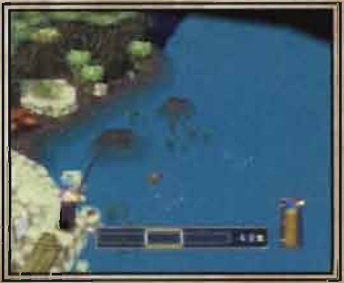
Supplies *The bar on the bottom of the screen indicates your remaining supplies. The more time you spend at sea, the more supplies you use up. Once your supplies are completely gone, the ship automatically returns to its port of origin. Pressing ● to use the ship's oars increases the amount of supplies consumed.*

Exploration *Press ▲ to launch a dinghy to explore the area around the ship. If there is an island or other place to land nearby, the dinghy will land there. Pressing ▲ near a port makes the ship dock at that port.*

Ocean Spot 2 (63)

Among the many areas you'll find in the inland sea is this fishing area to the north. Look for the blue flag to guide you into this secret spot.



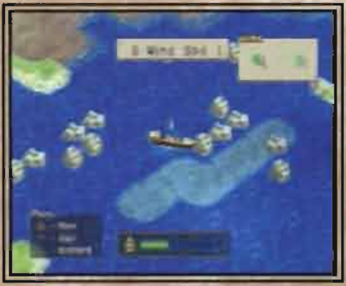


There is very little area to move around in at this fishing spot. Cast off the side of the bank opposite where you have docked your boat. Your goal is to cast toward the small groups of reeds. The Silver Top and Floaters are some of the best lures to use, although Hangers are also good.

The fish in this area are whopping Bonitos, so if you are using a smaller, weaker rod, try aiming at the patch of reeds closest to the bank. That way, if you catch a fish on your line, you only have to reel a short distance before landing it.

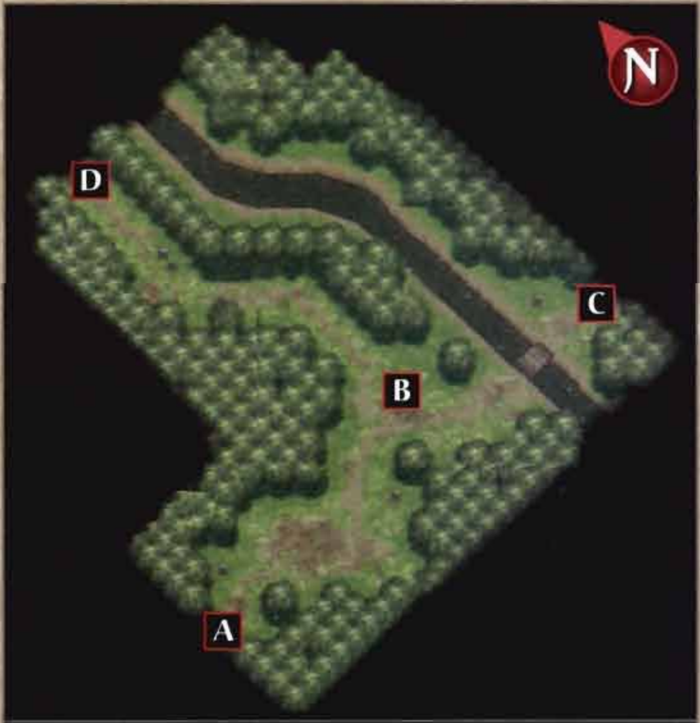
Sea Dragon (68)

Head to this spot just north of the Island of Fire. Reach it from either Shikk or Lyp. Once you reach this spot, hit ▲ to explore the area and meet the Sea Dragon.



The Sea Dragon awaits on a tiny island. Have Ryu engage him in conversation to receive the power of Sea Dragon—Tidal Flood! When you have finished your discussion, hop back in the dinghy and go back to your ship.

Crossroads (64)



A. Road to Lyp
B. PabPab
C. To Jungle
D. Lake Spot 2

The Crossroads looks like every other stretch of wooded glen you've seen from here to Wyndia. Don't be fooled; this forest is almost overflowing with vicious and ravenous beasts. Head westward, fighting through the many waves of enemy attacks until you come to a split in the road. Standing at the juncture is an odd, orange creature that seems to have no earthly reason to be loitering in an area such as this.

New Encounters

Enemy - Smasher

HP: 1,200
Agility: 20
AP: 20
Wisdom: 40
Power: 50
Exp: 400
Defense: 75
Zenny: 200

Special: Ovum

Smashers offer little difficulty once you know their Achilles' heel—wind-based attacks. A single Cyclone is typically enough to weaken or destroy an entire group of Smashers. A vicious one-two combination would be Nina's Cyclone spell followed up by a Scattergun or Sparkler attack from Ursula. Using this combination, you'll be victorious in the very first round of combat.

Enemy - Mask

HP: 1,300
Agility: 200
AP: 20
Wisdom: 30
Power: 120
Exp: 780
Defense: 60
Zenny: 250

Special: Counter

Masks are an interesting nut to crack. While resistant to both ranged and direct physical attacks, spells such as Oracle can damage Masks heavily, if not destroy them outright. Masks possess no particular vulnerability to elemental based attacks.

Masks can also dish out quite a bit of damage in their own right, often inflicting 250+ HP of punishment in a single blow. To defend against your attacks, a Mask invokes Counter, increasing its chances of a counterattack. Keep your character's HP up and rotate your party members, putting the injured in back while bringing your fresh troops to the front combat ranks.

Enemy - Mirror

HP: 1,300
Agility: 200
AP: 100
Wisdom: 30
Power: 120
Exp: 600
Defense: 60
Zenny: 350

Special: Backlash

Although Mirrors may look similar to Masks, the way that you attack them is very different. Mirrors are highly resistant to the Oracle attack, and the best use of it typically inflicts no more than 250 HP damage. Instead, use Ershin's Rocket Punch or Ursula's Sparkler to do some serious damage. Ranged attacks tend to be the most effective. Mirrors possess no particular vulnerability to elementally based attack types.

Enemy - Tar Baby

HP: 600
Agility: 88
AP: 50
Wisdom: 50
Power: 125
Exp: 650
Defense: 8
Zenny: 120

Special: Douse, Molasses, Storm, Enfeeble

Tar Babies are much like their Pusspool cousins—you have to cook them a little before you attack. Hit them with Burn, Firewind, or any other low-cost fire-based attack. Once they have been damaged by fire, Tar Babies dehydrate, allowing for direct physical damage. Any attacks made on a raw Tar Baby do a tiny fraction of the damage that would be inflicted on a fully cooked one.

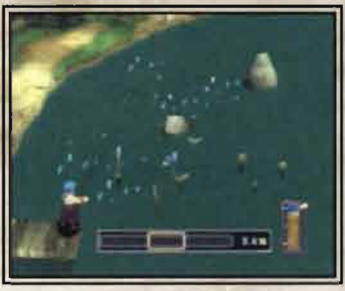
Tar Babies have an extreme vulnerability to fire-based attacks. If you have the AP, you may wish to forego the entire "cooking" process and simply nail a large group of Tar Babies with a more potent fire-based combination, such as Simoon or Eruption. These deadly attacks tend to be adequate to eliminate Tar Babies in the first turn.

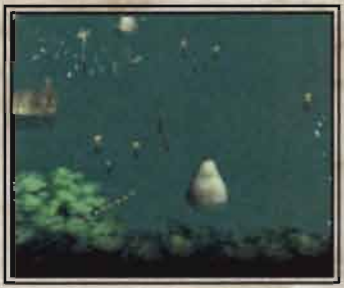
This little monkey man prattles away in a strange gibberish that no one in the party understands. When given the choice, offer the orange fuzz ball a gift of food—some Apples, Ribs, or a Roast. It may seem like a waste now, but your generosity will come back to you later in the game.

Head west across a bridge spanning the small stream that bisects this entire forest. When you leave the wood via this exit, a new road opens up to you. Use it to reach the Jungle of the northern island.

Lake Spot 2 (65)

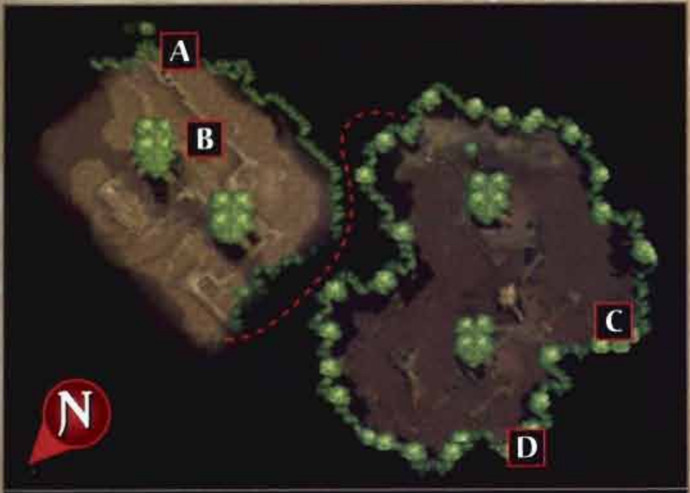
Most of your best fishing is off the dock—cast toward the rocks and tree branches protruding from the water. Look for dragonflies hovering or places where the surface tension of the water is broken by the gentle breeze. The lake around the dock is rather deep, so the chances of getting your lure caught on the lakebed aren't that high. Just to be on the safe side, use a lure that works well in shallow waters, such as a Floater or Baby Frog. Silver Tops work well too, as long as you keep them moving.





Another nice spot is on the lake's east side. Cast deeply, as the water near the bank tends to be very shallow. As you near the dock, the best fishing is found near rocks or where branches from fallen trees protrude from the water.

Jungle (66)



A. Start
B. SuperVitamin
C. Aurum - 2
D. To Log Game

The rich greenery of the Jungle canopy conceals a festering pit of muddy earth and vicious enemies. Whenever possible, walk along the wooden planks that have been laid along the Jungle floor—these planks allow you to move at a much faster pace than trundling through the mud. Expect heavy resistance from many of the same enemies you faced at the Crossroads—namely Tar Babies and Smashers.

Head west from the small grotto you begin from, following a long series of plank walkways across the muddy Jungle floor. Turn north and walk between a pair of massive trees with a rope bridge tied between them. Continue to follow the wooden planks as they wind around the easternmost tree, eventually terminating beside a rope ladder. Use this ladder to climb the tree and walk across the rope bridge.

MISSION TIP

When you reach the rope ladder, cut to the southeast, across the muddy Jungle floor to reach a chest containing a SuperVitamin.

After crossing the rope bridge, climb down from the westernmost tree. The wooden planks you find at the tree's base lead you to a new section of the Jungle.

Long wooden bridges dominate this area of the Jungle. Follow them westward as they meander around a pair of great trees. Enemy encounters in this section include old friends such as Masks and Mirrors. Use a combination of ranged attacks for the Mirrors and the Oracle spell for the Masks. Continue along the wooden bridges until you reach the Jungle canopy, and a new area to explore.

MISSION TIP

Change perspective often in this section of the Jungle. The canopy frequently hides trails or chests from your view.

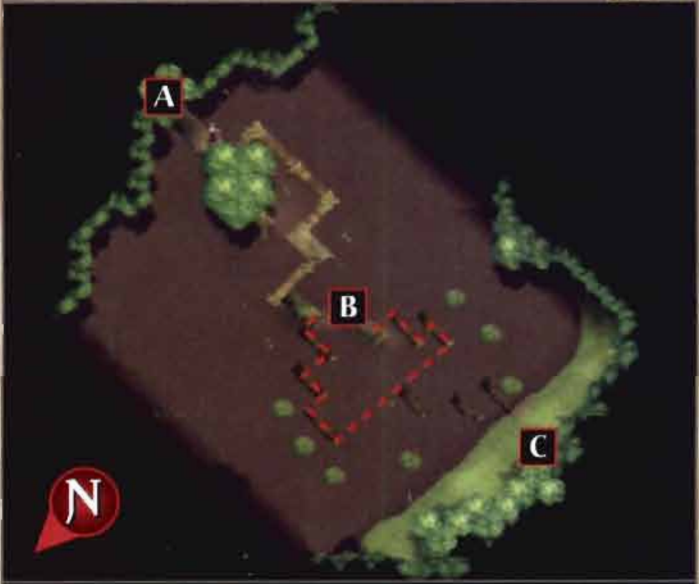
MISSION TIP

When the bridges split in two different directions, take the southwestern path. You find a chest filled with a double dose of Aurum.

Follow the wooden planks as they lead westward, winding around one final tree. You come to a series of floating logs. Much like the logs you have seen in the past, you can roll them north or south with the directional buttons. Hopping from log to log, head westward, rolling each log into position. Once you reach the bank of the mud lake, head west to exit the Jungle.

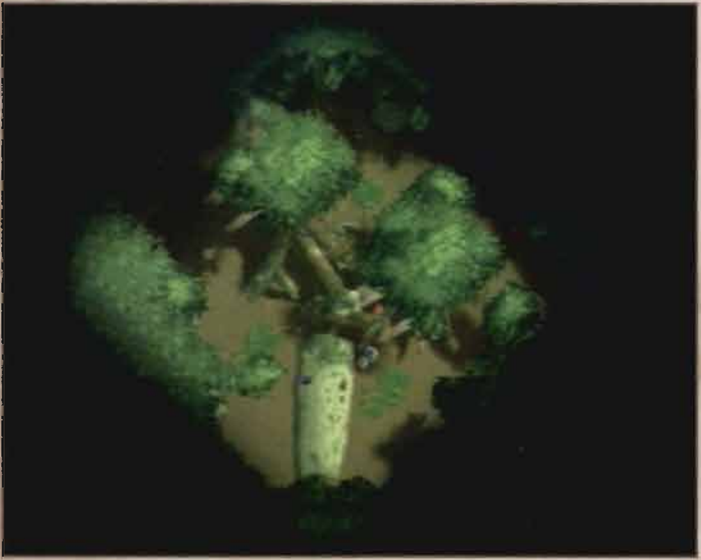
MISSION TIP

A set of Toxic Claws sits on a log, just out of reach. Don't let this opportunity to upgrade Ershin's flying punch pass you by. Following the diagram, move sequentially from log to log until you reach the Toxic Claws.



A. Start
B. Toxic Claws
C. Exit

Pabpab (67)



From the Jungle it is only a hop, skip, and a jump to the Pabpab Village. Your welcome to the village is less than friendly. As your party approaches the edge of the settlement, arrows fly, halting your progress. Only the timely intervention of the tiny orange fuzz ball you fed earlier saves the party from becoming pincushions.

With the good word from one of their own, you are invited into the village as honored guests. A former adventurer named Beyd greets you warmly, offering all the hospitality the village has to offer. Once you have settled in, Beyd offers you advice on how to progress to the mainland. When the tides are right, you can cross to the western continent via a series of Tidal Flats. Unfortunately, the road to the mainland is presently underwater. Beyd suggests that you relax and tour the village while you wait for the tide to ebb.

Go across the rope bridge to the south to enter the only other hut in the tiny village. Here you find a pair of Pabpab dancing around a sick comrade. There is nothing you can do for the ailing Pabpab at this point, so continue to investigate the room. A notebook is filled with translations for the Pabpab's enigmatic language. After studying up, head back to Beyd's hut.

Sickness is nothing new among the Pabpab, and there is little Beyd can do about it without the proper herbs. Nina suggests that the party help Beyd find the herbs he needs to heal the sick Pabpab, as thanks for his hospitality. The herb can only be found on the open sea. From Lyp, you can find someone who can tell you more about where to harvest the herb.

PABPAB BABBLE

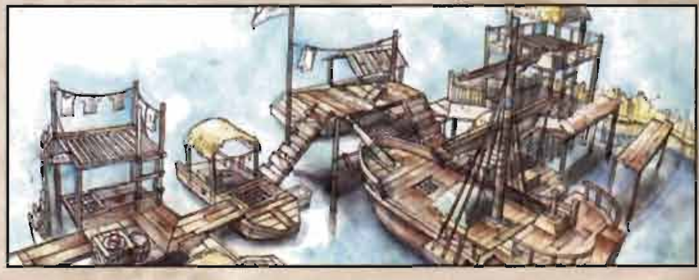
The Pabpab speak a very simple language. If you know a few easy words, you can understand most of what the Pabpab are chattering about.

Pabpab Language

Pabpab	Translation
aiin	during, a period
ishi	east
kairu	guide, teach
ko	here, this
michu	secret
nah	fish
ni	you, that
no	wrong, bad
nostra	north
pabpab	us
paketo	but, still
poto	more, amazing
pukapuka	slowly, relaxed
purechi	friend
rikuku	medicine
roi	rock, stone
sanami	south
santo	thanks
sonna	sorry
taan	time
tatoru	dance
temi	enemy, bad person
treja	treasure
weshi	west

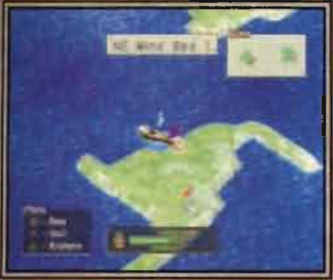
Lyp (62)

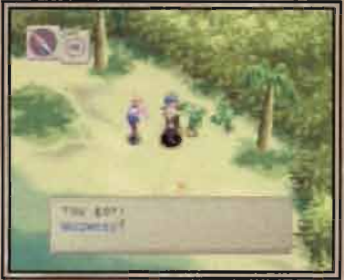
Once you have returned to Lyp, go to the tower in the southernmost end of the city. Here you find an old man who has some knowledge of the herb you seek. Called Mozweed, find it on the nameless island east of the city of Lyp. When you've finished your conversation with the old man, head back to the docks and speak with your friend Mr. Zig. You need to take his vessel back out to sea.



High Seas (69)

Head east from Lyp, moving along the fingers of rocky islands on the southern edge of the ocean. You eventually sight this oddly shaped island with a purple flag and a red flag set on either side. Steer your vessel to the western side of the island and dock near the purple flag.

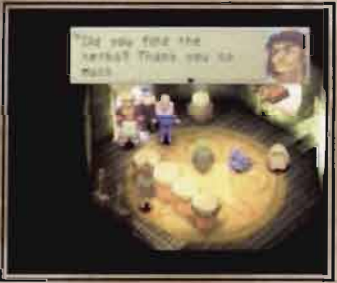


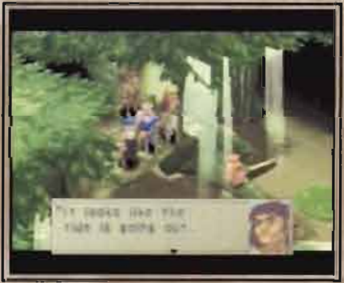


Once your dinghy has landed on the beaches of the nameless island, begin looking for a tall green weed-like plant. Leading with Ryu, inspect the flora before having Ryu slice the plant with his sword. Now that you've collected the life-giving herb, pile back into the dinghy and head back to Zig's ship.

Pabpab (67)

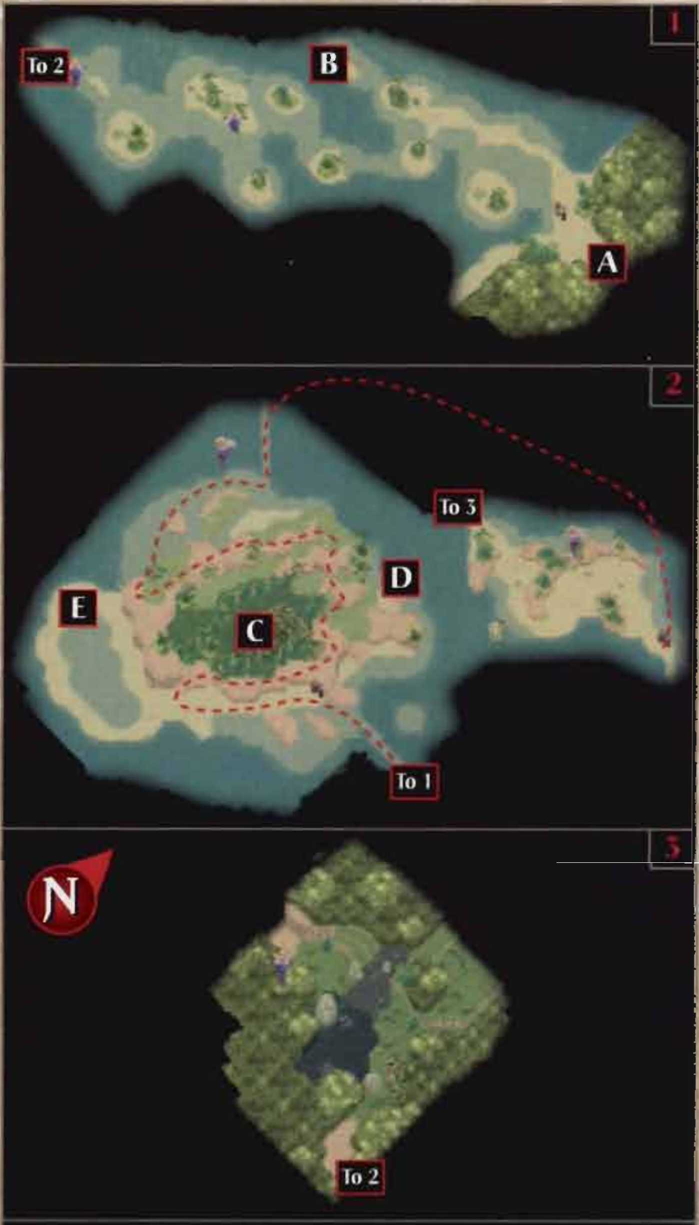
Return to the mainland, and then hurry back to the Jungle village of Pabpab. Find the hut where the sick Pabpab is resting—there you also find Beyd. At Beyd's suggestion, give the Mozweed to the ailing Pabpab.



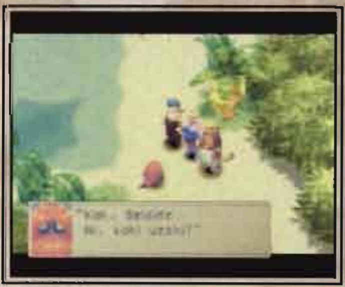


The next morning, things are looking much better for the little Pabpab. After chatting with Beyd about the Pabpab's miraculous recovery, go to the rope bridge outside the hut. You encounter the little orange puffball, Poko. With a hop of delight and a Pabpab's distinctive chatter, she tells you that the tide is going out. If you hurry you can use the road that runs through the Tidal Flats to reach the mainland.

Saldine Flats (70)



A. Start
B. PoisonPowder - 2
C. Earth Gem
D. Silver Mail
E. Moon Tears



Poko leads you to the coast of her tiny island just as the tide reaches its lowest point. The "road" revealed through the Tidal Flats is little more than a sandbar connecting a series of isolated desert isles. Begin your journey by wading westward.

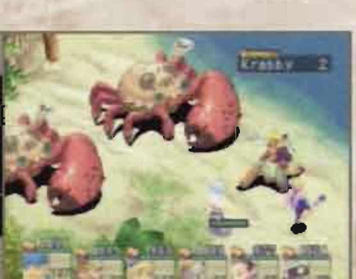
New Encounters

Although you face a variety of new creatures, they all have one thing in common—an extreme vulnerability to fire-based attacks. Use this weakness to your advantage as you face wave after wave of giant crabs and hungry flowers.

Enemy - Krabby

HP: 2,800	Agility: 60
AP: 80	Wisdom: 40
Power: 130	Exp: 500
Defense: 80	Zenny: 800

Special: Knock Out, Might, Ram



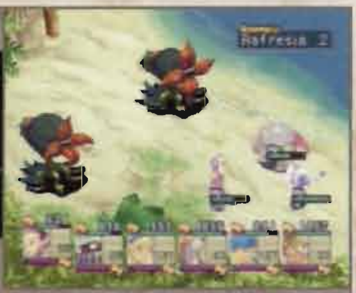
In every encounter with Krabby, these surly crustaceans begin sleeping. This gives you a free turn to dish out as much punishment as you can. Don't waste your time with direct physical attacks. A Krabby's thick armor blunts almost any blow you land.

Instead, take advantage of a Krabby's extreme vulnerability to fire and earth attacks, nailing them with your most powerful combination spells. Even using magic, it is unlikely you will land a knockout punch in the first round. But if you inflict enough damage, you may blow off Krabby's pincer, making him much less effective in combat.

Enemy - Rafresia

HP: 1,600	Agility: 65
AP: 80	Wisdom: 40
Power: 88	Exp: 700
Defense: 60	Zenny: 120

Special: Spores, Powder, Devour, Absorb



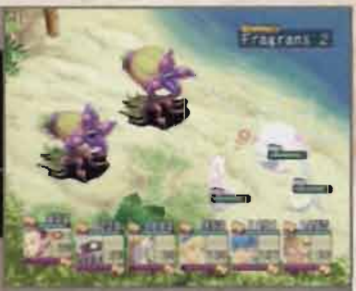
Rafresia are vicious carnivorous plants with a plethora of potent special attacks. From Spores to Powder, Rafresia utilize special abilities that can affect the entire combat rank of your party. Although Rafresia can inflict significant damage in direct physical strikes, they tend to use their special abilities almost exclusively.

When combating these overgrown orchids, lead with a Sparkler shot from Ursula, followed by a Toxic Claw flying punch from Ershin–Rafresia have an ***extreme*** *vulnerability to ranged attacks. Simoon, Eruption, and Firewind are can also be used against large groups of Rafresia to great effect.*

Enemy - Fragrans

HP: 1,500	Agility: 60
AP: 80	Wisdom: 40
Power: 95	Exp: 350
Defense: 70	Zenny: 700

Special: Dream Breath, Sleep, Devour, Absorb

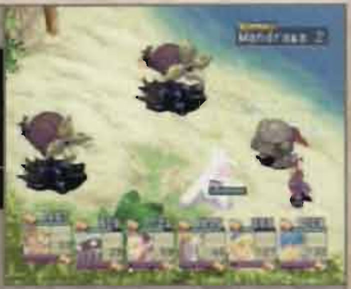


Fragrans are much like Rafresia, with a slightly more potent array of special abilities. Much like their purple cousins, Fragrans use their special abilities almost exclusively. Deal with them quickly with either a barrage of ranged attacks–led by Ursula's Sparkler–or your most powerful earth- or fire-based combination attacks.

Enemy - Mandraga

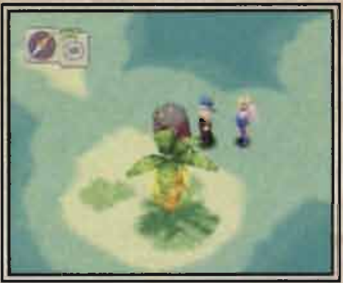
HP: 1,700	Agility: 1
AP: 80	Wisdom: 40
Power: 90	Exp: 450
Defense: 62	Zenny: 300

Special: Howling



Mandraga are unique among the carnivorous plant family in that they tend to utilize melee attacks. Although they have only one special ability, it's extremely potent. With their Howling ability, a single Mandraga can scramble the brain waves of your entire combat ranks.

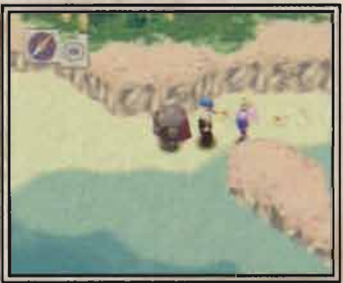
Dispatch them the same way you do the other flora–with a Sparkler blast from Ursula, followed by a fire- or earth-based combination attack.



Head westward, using the shallow waters to walk from island to island. Expect frequent encounters with Smashers and Krabbies, as well as the occasional Rafresia and Fragrans. Eventually you find a long sandbar road heading due west. Follow it to reach a new section of the Tidal Flats.

MISSION TIP

A small island to the northwest contains a single chest. Collect the double dose of PoisonPowder you find inside.

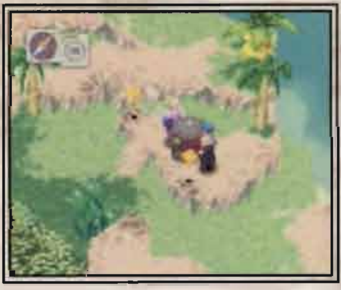


Go southwest along the beach until you reach a land ramp that allows you access to the island's interior. Once you have ascended the land ramp, cut to the northeast, following the tree line. Your goal is the very center of the island.

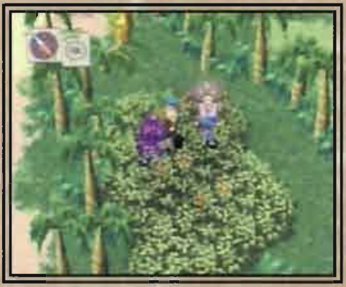
MISSION TIP

Before climbing the land ramp up the island's cliff face, continue southwest until you reach an enormous tidal wading pool. Cut northwest, where you find a chest containing a single precious Moon Drop.

Follow the tree line until you come to a small ravine. Jump to an adjoining cliff face, then climb down into the island's interior via a small land ramp to the southwest. Head directly into the center of the densest jungles you can find as you head to the island's center.



Hidden among the jungle canopy, you find the Earth Gem Dragon Crystal. This gem grants Ryu the power of the Behemoth, as well as allowing him to assume a new hybrid dragon form in combat. Once you have collected this priceless treasure, climb back up the land ramp you descended to the northeast. From this plateau, jump across another narrow grotto to the island's north side.

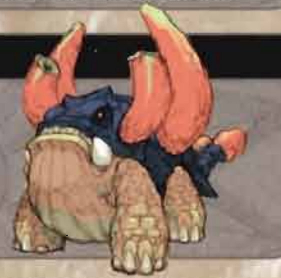


MISSION TIP

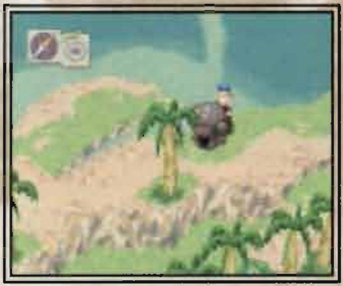
Instead of climbing the plateau, head east until you find a land ramp descending to a secluded stretch of beach. Follow this beach as it winds north and then west around the island. You eventually come to a rocky outcropping with a chest sitting atop it. Collect the Silver Mail contained within before heading back to the island's interior.

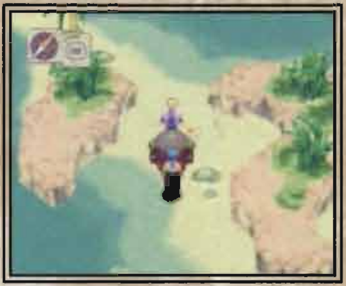
BEHEMOTH

Breath: **MeteorStrike**
Attacks: **Searing Sand, Patoh, Chi Patoh, Counter**



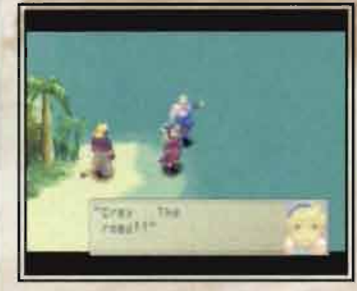
Go to the southwest, following the cliff face of the island as you go. You soon see a land ramp that leads to the tidal pools of the island's northern side. You find the sandbar "road" due north—it leads to a new series of desert isles.



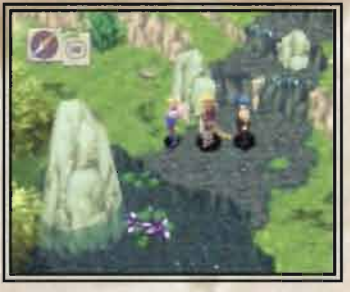


This last stretch of the Tidal Flats is relatively uneventful. If you sprint across it, you may be able to make it to the other side without a single encounter.

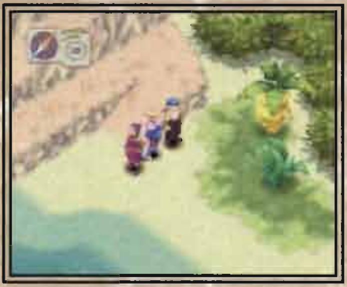
Despite your best efforts, night has fallen before you can cross the flats. Nina suggests that you set up camp for the night and make up the lost time in the morning. Unfortunately, by sunrise the party realizes their mistake—the tides have shifted during the night, covering up the road to the mainland. Ryu, Cray, and Nina move off by themselves in search of an alternate route across the sea.



"Cray... The road!!"



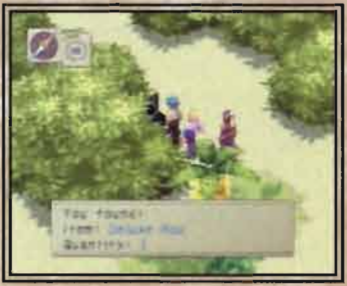
Wend your way west through the dense jungle underbrush, crossing a picturesque waterfall. Continue to follow the cliff face until you reach another section of sandy beach. Your worst fears have been realized—until the tide goes out you are trapped on the island.



The next morning, Ryu, Nina, and Ursula begin to investigate the island. After finding a water source, head west to a new section of sandy beach. Follow the beach westward until you come to a winding trail set into a rocky section of the island. Climb the rocky terrain, entering a new section of the beach, then follow the trail as it meanders down the other side.

MISSION TIP

A chest filled with two Crab lures is tucked away on the north side of the rocky outcropping. You can find it after entering the new section of the beach.

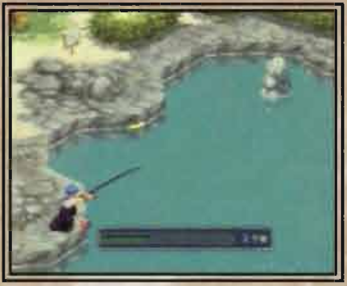


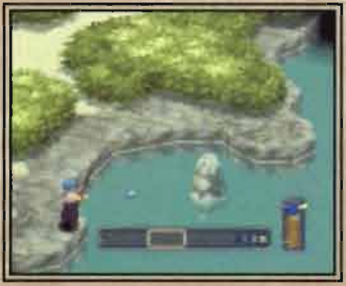
You found:
Item: Deluxe Rod
Quantity: 1

Continuing west, checking among the underbrush, Ryu finds a way of feeding the party—a brand-new Deluxe Rod fishing pole! Travel along the beach toward the Saldine fishing spot.

Saldine Fishing Spot (71)

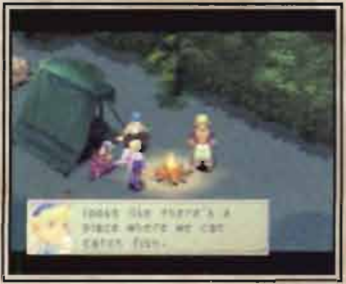
This rocky shore is a perfect place to catch some dinner. The new Deluxe Rod allows you to bring in bigger and better fish, even if you must reel them in over great distances. Despite the capabilities of your new fishing equipment, your best bet for catching fish is still close to the shore.





This tidal pool near the coast is the ideal spot to catch the plentiful Moorfish and Blowfish. The best lure to use is the Silver Top, as well as the new Crabs that you just picked up. Move the lures in short, jerking motions, never allowing them to sink to the bottom of the tide pool.

Once you've caught at least one fish, head back to meet Nina and Ursula, just beyond the confines of the fishing spot. With your catch in hand, send the trio back east to meet up with the rest of the party. Over the gentle roar of an evening fire, the party feasts, then slowly falls asleep.



Look! Um there's a place where we can catch fish.

Chedo (72)

Deep within the Fou Empire, the Emperor God Fou-Lu marches proudly into Chedo, the Imperial capital. Casting the city guards aside like rag dolls, Fou-Lu enters the Emperor's Palace unopposed.

A mystic entity, the Guardian of the Palace, comes to hinder Fou-Lu's progress. The Guardian quickly recognizes Fou-Lu as his former emperor, returned to take the throne. Fou-Lu greets his old friend warmly, listening as the Guardian speaks of the deplorable state of the Empire.

With grim determination, Fou-Lu orders the Guardian to lay waste to the capital city of Chedo. As he strides deeper into the palace, Fou-Lu vows that the last act he will perform as a god upon this world is the destruction of the Fou Empire.

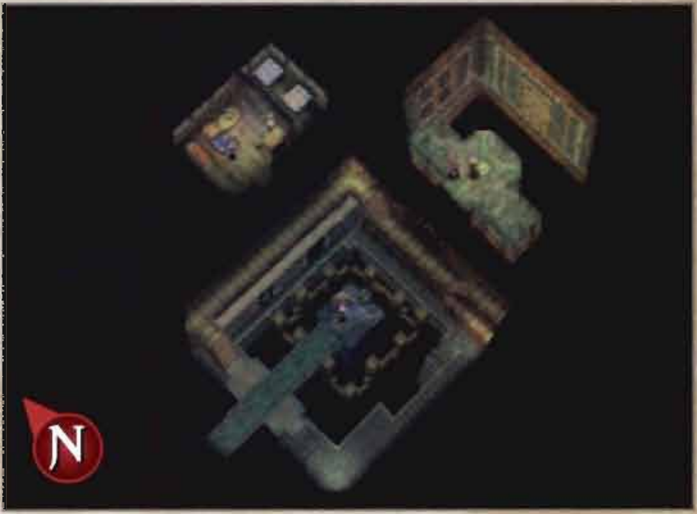
Saldine Flats (70)

As morning dawns on a new day for the castaways, Nina suggests that she and Ryu once again try their hand at fishing. Go back to the fishing hole, heading westward as you have before.

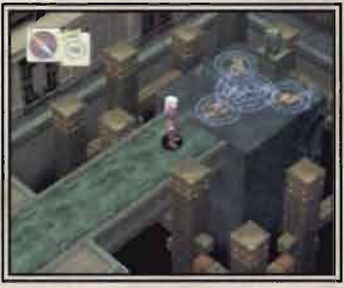
MISSION TIP

Don't shy away from combating the numerous monsters you encounter on the way to the fishing spot. This is an ideal opportunity for you to build up some much-needed experience for both Ryu and Nina.

Imperial Palace (87)



Leaving the city of Chedo behind, Fou-Lu moves deeper into the heart of the Imperial Palace. Continue east through the high gates into an ornate inner chamber. In the center of this room is a massive arrangement of glowing arcane symbols. Approach the symbols to initiate a meeting with Fou-Lu's nemesis, General Yolm.



Yolm seems genuinely surprised to see the emperor alive. After a brief but respectful conversation, Yolm summons his most powerful minions to destroy Fou-Lu once and for all.

YOLM'S LAST STAND

Enemy - Kahbo

HP: 18,000
Agility: 210
AP: 1,000
Wisdom: 225
Power: 360
Exp: 20,000
Defense: 240
Zenny: 0

Special: Mystic Fire, Flaming Fist

Kahbo, although powerful and deadly, is relatively easy to deal with if you take the proper approach. Immediately transform Fou-Lu into his hybrid dragon form, choosing the Serpent incarnation. The water-based attacks available in this form make defeating Kahbo all the easier.

Once Fou-Lu has taken the Serpent Dragon form, attack Kahbo with your most powerful weapon—the Waterspout. Kahbo is particularly vulnerable to water-based attacks. Each time you use this breath weapon, expect to do a minimum of 5,000 points of damage. Kahbo at its best can return only 200 points of punishment per turn. Combat should be complete in less than three turns.

YOLM'S LAST STAND (CONT'D)

Enemy - Kamyu

HP: 28,000	Agility: 220
AP: 1,000	Wisdom: 150
Power: 365	Exp: 30,000
Defense: 220	Zenny: 0

Special: EldrichFlame, Simoon

This incarnation of Yolm's darkest minion is much more difficult to defeat than the last. Kamyu's EldrichFlame in particular causes serious damage, even when Fou-Lu is in his Dragon form.

Immediately transform Fou-Lu into his Serpent Dragon hybrid form. Keep an eye on your AP—the Serpent Dragon is powerful but expensive to maintain. Use one of your many Wisdom Fruits to replenish your AP supply if you drop below 50 points. Reverting back to human form is certain death!

Once in dragon form, hammer Kamyu with the Waterspout breath weapon. This battle will be longer and more difficult, but with the power of the Waterspout attack, you'll be victorious within five turns.

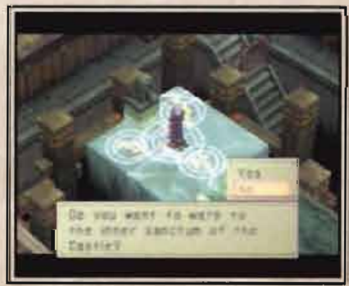
With the most powerful of his minions destroyed, Yolm bows his head in defeat. As respectful as ever, Yolm offers his humble apology for the attempts he has made on the life of the emperor god. Drawing all of his remaining power into himself, Yolm bursts into a ball of flame, sacrificing himself to punctuate his humble request for forgiveness.

"For it is the nature of mortals that they

Now that Yolm has gone the way of all mortals, send Fou-Lu to one of the two doors you find on the chamber's north wall. In this room is a place for the emperor to rest and regain his strength. You will need it for the conflicts that lie ahead.

NOTE: The second of the two doors on the north wall is sealed. Only someone possessing the Blue Charm can pass.

After resting, send Fou-Lu back to the arrangement of arcane symbols in the center of the room. Hit × to activate the mystic powers of the warp gate and transport Fou-Lu to the Inner Sanctum of the Imperial Palace.


Do you want to warp to the Inner Sanctum of the Castle?

Inner Sanctum

Fou-Lu is transported to the beautiful and idyllic Inner Sanctum. Move east across a small wooden bridge to encounter a pair of very unlucky Imperial guards. The foolish duo attempts to prevent Fou-Lu from entering the palace. Deal with them quickly and mercilessly.

As the battle rages outside his palace, Soniel, 13th emperor of the Fou Empire consults with his chief advisor Lord Yuna about how to deal with the impending crisis. Lord Yuna assures Emperor Soniel that there is no need to worry. Yuna will protect the sovereign with his very life. And should Yuna fail, Soniel still has the Dragonslayer at his disposal to eliminate Fou-Lu once and for all.

Why, between your power and that of the Dragonslayer?

"Well! I'm afraid I can't let you through, Majesty."

With Soniel's troops defeated, Fou-Lu moves to challenge the emperor himself. Only Lord Yuna stands in his way. Engage Yuna in a brief conversation before facing his best attempt to stop Fou-Lu.

BATTLE IN THE INNER SANCTUM

Enemy - EliteTrp

HP: 1,000	Agility: 180
AP: 100	Wisdom: 100
Power: 330	Exp: 800
Defense: 220	Zenny: 0

Special: Target

Diviner 1
Evoker 1
EliteTrp 2

Enemy - Diviner

HP: 2,500	Agility: 100
AP: 1,000	Wisdom: 40
Power: 300	Exp: 5,000
Defense: 100	Zenny: 0

Special: Concentrate, Magic Ball

Enemy - Evoker

HP: 2,500	Agility: 100
AP: 1,000	Wisdom: 40
Power: 300	Exp: 5,000
Defense: 100	Zenny: 0

Special: Concentrate, Inferno, Typhoon, Quake

Yuna has brought against Fou-Lu a pair of the Empire's best warriors—the Imperial Elite Trooper. Additionally, Fou-Lu must face an equally daunting magical challenge in the Evoker and Diviner. These two sorcerers cause a magic seal around the emperor god, preventing him from harming them.

Only the power of your dragon form can break this seal and allow you to eliminate the last layer of defense around Soniel. Immediately don the form of the Behemoth Dragon. You need this dragon's excellent defensive capabilities and high HP to deal with the quadruple threat Yuna has prepared for you.

Once in your dragon form, hammer the entire group with the Behemoth's breath weapon—Meteor Strike. This devastating attack should eliminate both the Troopers and the sorcerers in a single turn.

Yuna seems to recognize that discretion is the better part of valor, and he quietly steps aside when faced with Fou-Lu's wrath. With no further obstacles, send Fou-Lu through the main gates of the inner palace to finally meet the 13th emperor of the Fou Empire, Soniel.

Soniel obsequiously apologizes to Fou-Lu, declaring that the promise made to the emperor god will be kept and the keys of the kingdom passed to their rightful owner. But, in an act of vile deceit and betrayal, Soniel drives the Dragonslayer blade deep into Fou-Lu's body as the emperor god turns his back. Fou-Lu only laughs maniacally at the ex-emperor's feeble attempt to delay the inevitable....

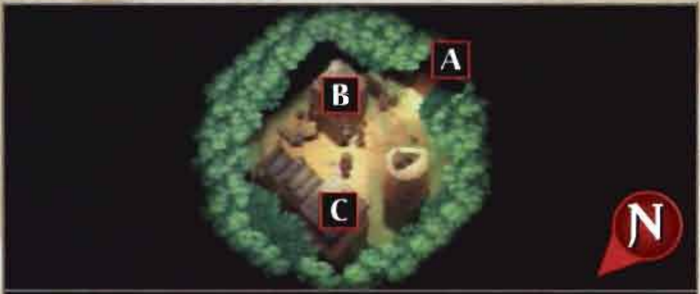
Saldine Flats (70)

Meanwhile, back at the flats, Ryu and Nina have a quiet chat beside the shore. As Ryu casts his line, Nina talks about her feelings for Cray. After hours of fruitless fishing, send Ryu and Nina back to camp. Use the travel diary inside the tent to rest and save the game.

After relaxing on the beach, the party awakens to a pleasant surprise—the tide is going out. The road back to Pabpab is revealed by the receding waters; move to the opposite side of the island to see if the road to the mainland is accessible as well.

NOTE: *Once you have progressed through the Saldine Flats, return here later to discover a new road leading north. At the end of this road you find a place called Fish Head (90) Beach—and an old friend—Kahn. He's a master now, teaching useful new tricks including Shout, Tiger Fist, and Flex.*

Koshka (73)

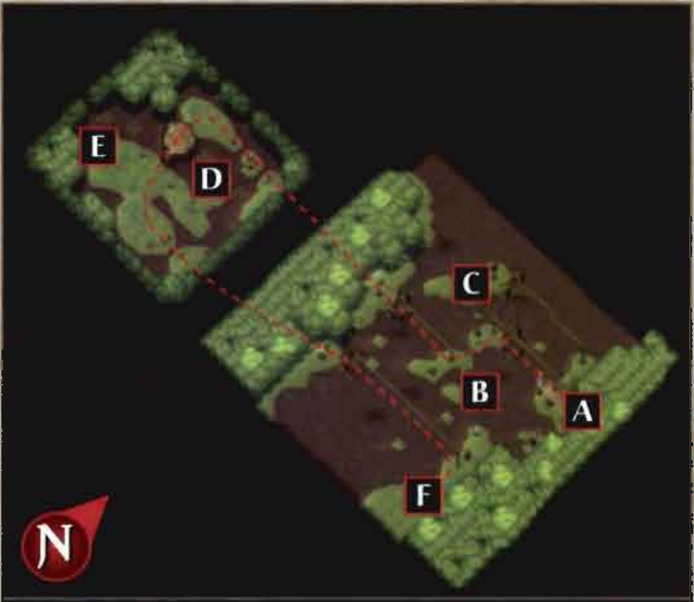


A. Village Entrance
B. Weapons Shop
C. Inn

Hurry down the south sandbar road until you reach the mainland. The first settlement you find is Koshka. There's little of interest except a well-stocked Weapon Shop.

As funds permit, purchase the FeatherSword for Ryu and Scias, the Runestaff for Nina, Crusher for Cray, and the Flamethrower for Ursula. Armored Vests can be worn by almost every member of your party, so purchase as many as you can.

Shan River (88)



A. Start
B. Aurum - 2
C. Earth Ward
D. 1,000 Zenny
E. Titan's Boots
F. Exit

The Shan River is a wide and muddy waterway, spanned by a series of Gondolas. Flip a nearby switch to bring a Gondola to your side of the river. Pile the entire party onto the mechanism, then hit × to cross to a small mid-river island.

NOTE: *The Gondola moves while × is pressed, and stops when it is released. Avoid the logs and move the Gondola forward. Jump onto a log by moving the Gondola close to it. The logs won't show up until you use the southernmost Gondola to cross the river.*

New Encounters

Enemy - LizardMn

Enemy
LizardMn 3

HP: 1,700 **Agility: 80**
AP: 100 **Wisdom: 50**
Power: 132 **Exp: 1,000**
Defense: 75 **Zenny: 420**

Special: Double Blow, Wind Strike, Shield, Rejuvenate

LizardMn are formidable opponents, but vulnerable to earth-based attacks. Rock Blast and Eruption are good ways to whittle down large groups.

Direct physical assaults are less effective, because of the LizardMn's Shield special ability. This spell increases the defense of every enemy by 20 percent–and typically more than one LizardMn casts it. LizardMn usually act first, protecting themselves or harming you.

The LizardMn's potent Rejuvenate special ability heals 150–200 points of damage at the beginning of every turn. Hit LizardMn with more power than you think necessary. Don't waste your time with ranged attacks; LizardMn are hard to hit, and when you do connect, you do mediocre damage at best.

Enemy - Generatr

Enemy
Generatr 1

HP: 1,500 **Agility: 1**
AP: 400 **Wisdom: 15**
Power: 125 **Exp: 700**
Defense: 70 **Zenny: 800**

Special: Lightning, Jolt, Sever, Frost

This oddly shaped creature is a powerhouse of special abilities. It often inflicts Sever damage to your entire party in a single strike. Exploit a Generatr's primary weaknesses–fire and earth–to protect yourself from its devastating attack. Ranged attacks are also extremely effective, especially shots from Ursula's Flamethrower. Beware: Using wind-based attacks against Generatrs increases their power and their overall HP.

Enemy - Sporeon

Enemy
Sporeon 2

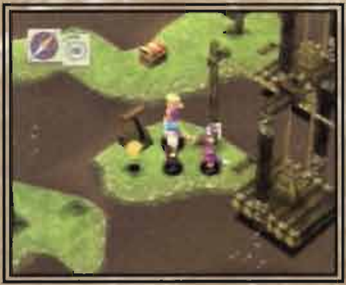
HP: 1,800 **Agility: 50**
AP: 35 **Wisdom: 60**
Power: 128 **Exp: 600**
Defense: 80 **Zenny: 230**

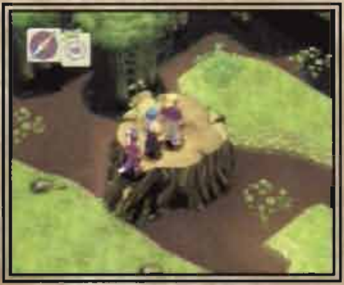
Special: Spores, Target

There's no easy trick to defeating these fungoid monstrosities. They lack particular vulnerabilities and have enough HP to withstand several turns of combat. Use powerful combination spells and direct physical assault. Attack one Sporeon at a time, hammering it until it collapses.

Beware of a Sporean's Spore attack. This poisons large groups of your party with a single attack.

Hop to an adjoining island to the west, calling the Gondola to cross the river. Continue heading west to enter a new section of the river valley.

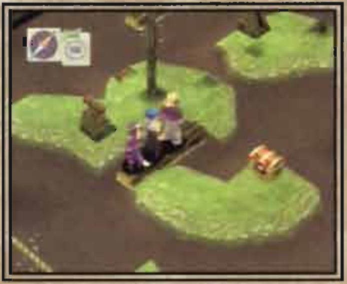




Jump from island to island, continuing westward. Use the enormous tree stump as a bridge to reach the nearby isle. Now double back toward the river, leaping from the eastern bank of this island to the main shore. Continue eastward to return to the main waterways of the Shan River.

MISSION TIP

On the southernmost island, look for a chest filled with 1,000 Zenny.



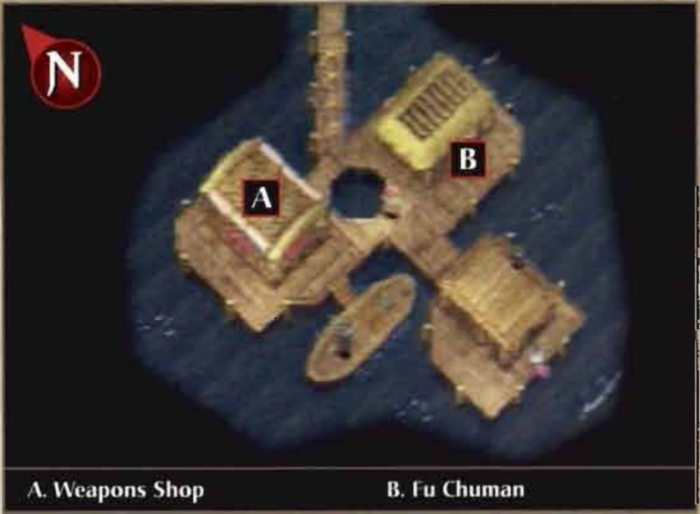
Use the southernmost Gondola to traverse the great expanse of the Shan River. Stop the Gondola whenever you see a log approaching to avoid inadvertently jumping on it. Once you reach the Shan's eastern bank, head south.

FLOATING LOGS

On the trip back across the river on the southernmost Gondola, a pair of logs floats across your path. Move your Gondola near them to allow your party to hop on top of a log. Each log leads you to a different mid-river island–and a different treasure.

Hop on the first log to reach the northernmost island and an Earth Ward. Hop on the second log to reach an island in the center of the river and a pair of Aurums.

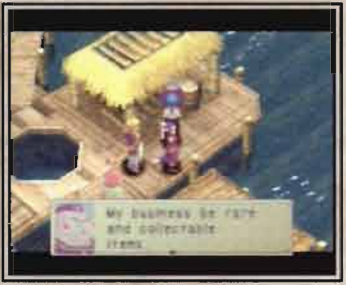
Chiqua (74)



A. Weapons Shop **B. Fu Chuman**

Follow the main road until you reach the sleepy fishing village of Chiqua. Investigate the settlement, speaking with every person in turn.

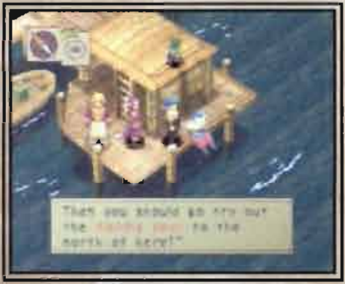
You meet a strange blue merchant named Fu Chaman who deals in rare and collectable items. He will direct you to the capital, as soon as you help him find his wares.


"My business be rare and collectable items"

FU CHUMAN

Fu Chuman gives you several hints about what he will accept in exchange for his help, and where to find these items.

Relics from Ruins: "Near Koshka village, there are ruins. Many rumors of treasure hidden inside."
Koshka Pottery: "Unique jars being made in Koshka village. Very popular in capital, but take long time to make."
Fish for Shisu: "Shisu very popular food in capital. To be making shisu need three of any of these fish; MartianSquid, Salmon, or Sea Bream. Even just one of each is OK."


"Then you should go try out the [illegible] to the north of here!"

A lazy fisherman on the village's south side can tell you of a fishing spot north of town.

The Weapon Shop on the west side sells rare and unusual items, including Magma Armor. Once you have visited every place of note, head north to find a new fishing spot.

Lake Spot 3 (75)

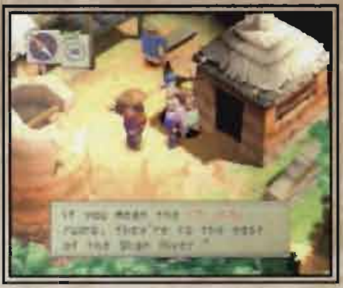
This marshy lake brims with easy-to-catch fish. Head for shore where reeds and branches protrude for the greatest concentration of fish.

Avoid deep sinking lures; use Hangers, Baby Frogs, and fast-moving Silver Tops. The lake bed is rather shallow, and you'll lose lures that delve too deep. As you reel the line in, match the sound of the music and the beating drums. You'll likely catch a lot of Angelfish before you find the fish you seek.

Koshka (73)

NOTE: Having the pottery made is the simplest of the three options. However, the treasures within the En Jhou Ruins are worth the effort. Explore the ruins while the pottery is being made. Offer the pottery to Fu Chuman for the information, and keep the En Jhou treasure for yourself.

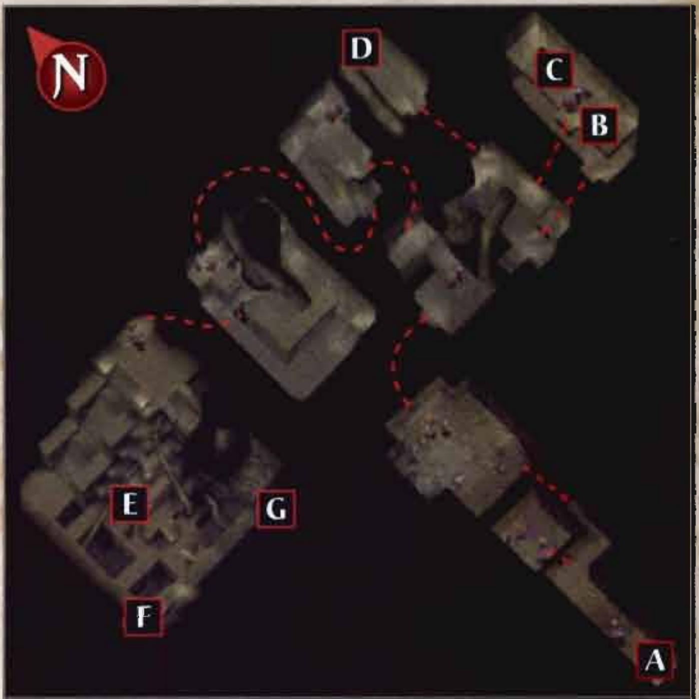
If you decide to go for the pottery or the ruins, head north to the tiny village of Koshka. Find the Weapons Merchant on the southeast side of town. This time, he's hawking the jars Fu Chuman wants. Say you'd like to purchase a few jars, and he gets right to work. Return later to collect your pottery.


"If you mean the [illegible] ruins, they're to the east of the Shan River."

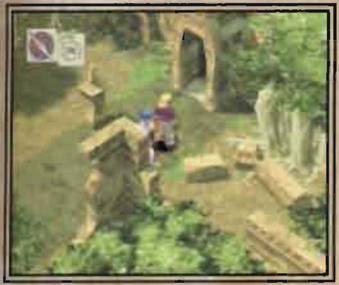
If you instead decide to search through the ruins, talk to the man standing in the village's center. He tells you of the En Jhou Ruins, just east of the Shan River. Head south, following the villager's directions.

* * *

En Jhou Ruins (76)



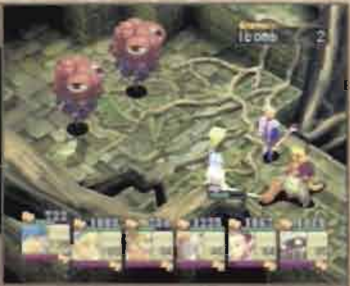
A. Start	E. Warding Staff
B. Antidote - 3	F. Magic Shard - 2
C. Aurum	G. Passage to Treasure
D. Wisdom Seed - 3	



Climb down the crumbling staircase you find at the edge of the jungle to investigate this ruin. You eventually find another treasure hunter. She says all the rare and valuable relics have already been found and taken from the site.

New Encounters

Enemy - Ibomb



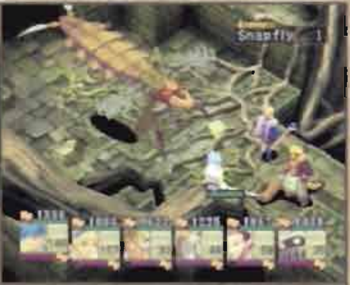
HP: 1,000	**Agility: 1**
AP: 65	**Wisdom: 30**
Power: 100	**Exp: 1,100**
Defense: 150	**Zenny: 300**

Special: Air Raid, Protect, Sacrifice

Ibombs are surprisingly easy to deal with, as long as you know their weaknesses. A single Cyclone attack typically annihilates it.

Finish this creature off in a single turn. An injured Ibomb may rush the party and explode, causing horrific damage to anyone in the combat ranks.

Enemy - Snapfly



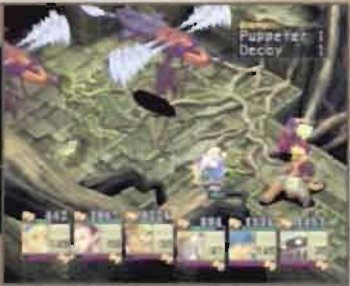
HP: 3,200	**Agility: 10**
AP: 80	**Wisdom: 50**
Power: 125	**Exp: 1,300**
Defense: 105	**Zenny: 800**

Special: Flame Strike, Fireblast

This is the first time Ryu and the party have had to face Snapflies. They are armored against most types of elemental attacks, so concentrate on direct physical damage, leading with Cray. His Crusher inflicts 1,200–1,500 points of damage per blow. Follow up with Ryu and Scias to finish the job. Even focusing the efforts of the entire party against a single Snapfly, expect it to take at least two turns.

Be especially wary of the Snapfly's commonly used Fireblast. This special ability can inflict up to 450 points of damage to every party member.

Enemy - Puppeter



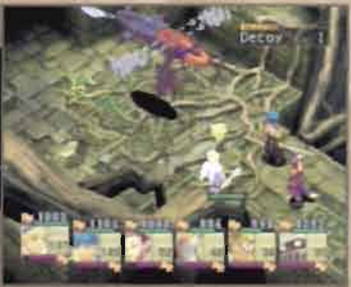
HP: 800	**Agility: 120**
AP: 100	**Wisdom: 40**
Power: 140	**Exp: 1,000**
Defense: 70	**Zenny: 200**

Special: Feint, Chlorine, Knock Out, Muffle

Puppeters can cause serious harm if you let them hang around. They possess potent group-effect special abilities.

Puppeters always hide behind a more fearsome and durable foe. Use powerful wind-based combination spells such as Cyclone or Typhoon to eliminate the Puppeter in one shot and damage any other units.

Enemy - Decoy

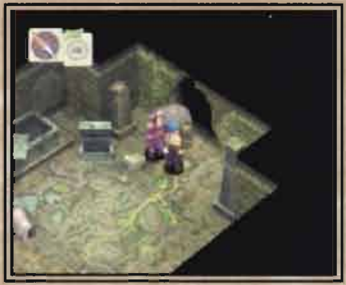


HP: 2,500	**Agility: 110**
AP: 10	**Wisdom: 1**
Power: 128	**Exp: 880**
Defense: 70	**Zenny: 150**

Special: Blind

Decoys guard Puppeters and can take a tremendous amount of punishment. Decoys depend on direct physical damage rather than special abilities.

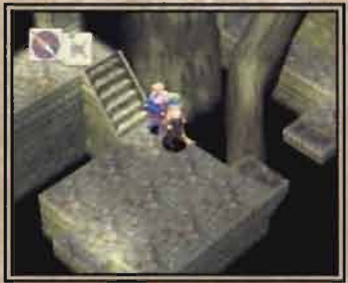
Hammer the Decoy/Puppeter duo with a pair of Cyclone spells–one from Ursula and one from Nina. Follow up with the devastating strength of Cray's Crusher.

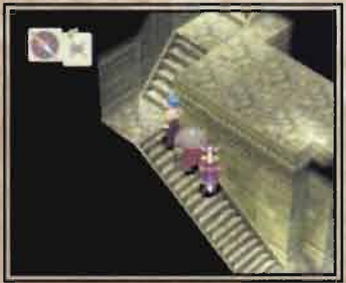


Leave the room where you found the cynical adventurer and head east. Here you find another chamber picked clean, just like the treasure hunter said. Investigate the east wall to find a section of masonry that looks as if it might collapse if given a firm blow. Have Ershin head butt this section of wall to reveal a hidden passage.

***NOTE:** You can't change perspectives while exploring the interior portion of the En Jhou Ruins.*

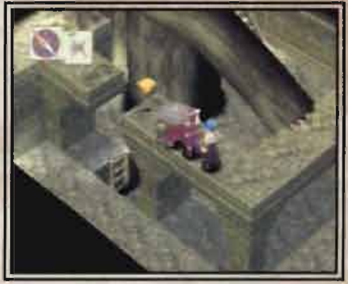
The true vastness of the En Jhou Ruins is now apparent. Stairs, walkways, and ledges run in almost every direction. Head north, climbing a small set of stairs and go through a doorway in the north wall.

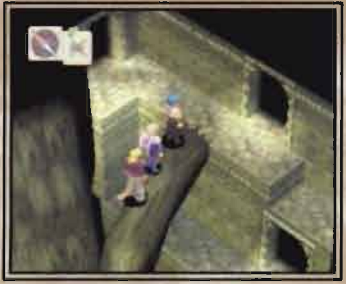




This chamber is dominated by long staircases. An enormous root blocks the staircase going up. Take the only route available and descend the winding stairs as they cut west and then south. Head through the hard-to-find doorway in the south wall at the staircase's base.

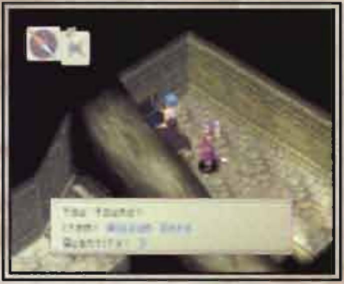
A long and winding root, stretching from floor to ceiling, dominates this chamber. Hop to an L-shaped walkway to the south. From this raised walkway you can reach the massive root and climb atop it. Using the root as a makeshift staircase, climb into the chamber above.

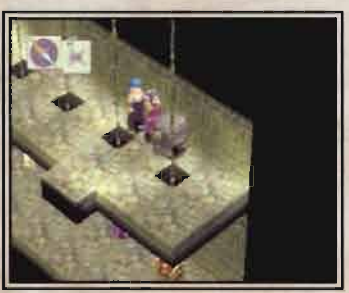




You reemerge in the room where you first entered the interior portion of the En Jhou Ruins. Use the root to climb to a walkway running along the east wall. Here you find a pair of doorways, one set into the north wall, the other into the south. For now, take the north door.

Follow the passageway north until you find a chest containing three Wisdom Seeds. Then return to the chamber you just left. This time, take the door in the east wall.

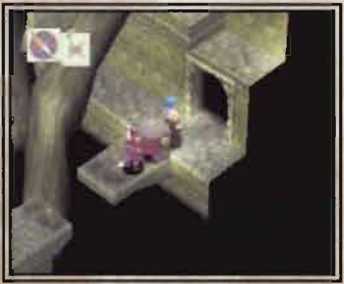


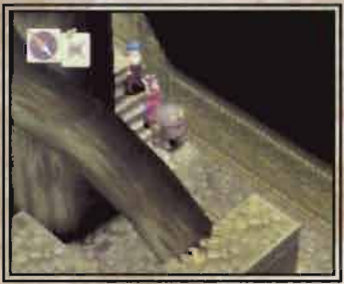


An odd arrangement of items hang from ropes from the ceiling. Leading with Ryu, have him cut the rope holding the southernmost chest. Counting from the right, cut the third rope, which also holds a chest. Then leave the room and descend the giant root to the chamber below.

CAUTION

If you cut the other two ropes, poison will flood the chamber or mystic energies will inflict terrible damage to half of your party.

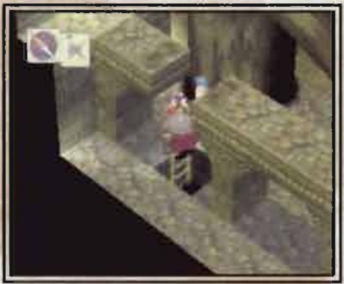


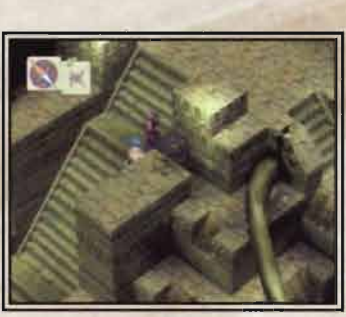


From this chamber, return to the L-shaped raised walkway, and return to the long winding staircases to the north. Climbing the stairs returns you to the chamber where you first entered. Using a pair of jump points on the main platform in the center of the room, hop eastward, passing through the only available door. Collect the treasures spread across the floor, then head back into the main chamber.

Descend the long staircases to the north, and return to the room with the L-shaped raised walkway. From the doorway, head east behind the giant root cutting through the center of the chamber. In the room's northeast is a hidden landing to which you can jump. From this landing, turn south along the wall, descending a staircase.

A ladder is tucked beneath the raised walkways in the floor of this massive chamber. Climb down this ladder to reach an enormous chamber bristling with vines and staircases. Head west, down the larger of the two staircases.

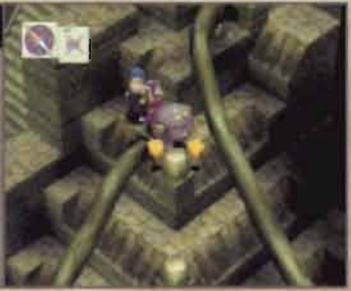


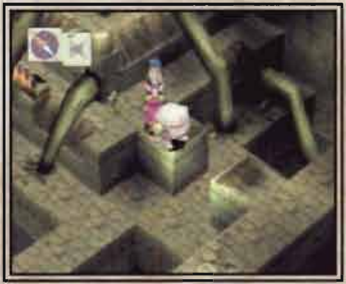


After a few steps you find a break in the wall that borders the staircase. Use this gap in the wall to move south. A jump point on this landing allows you to descend to a slightly lower level.

MISSION TIP

From the second-tier landing, head for the two corner jump points. From the western jump point you can drop a few levels and reach a chest containing a powerful WardingStaff.



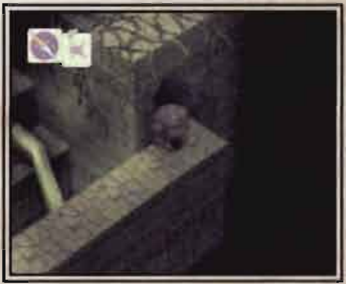


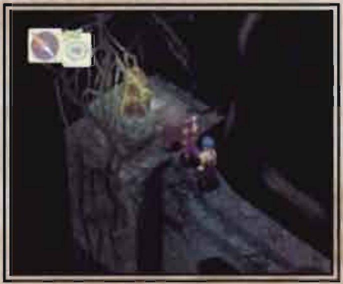
From this new landing, move to the only jump point that allows you to descend the south side of the pyramid. Using adjacent jump points, continue to hop down the pyramid's south side until you reach a large landing near the base. Hop southward to a large raised walkway.

MISSION TIP

Head west down a nearby staircase to reach a chest that contains a pair of Magic Shards.

Once you have reached the raised walkway, move east into the darkness. An easy-to-miss doorway is set into the north wall among the shadows. Head north through the door to find a long passageway.

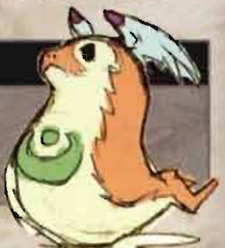




Here, at long last, is the treasure of the En Jhou Ruins. Move forward to collect the Earth Gem Dragon Crystal. Using it grants Ryu access to the new Mutant Dragon form in combat. With the treasure in hand, return to the village of Koshka.

MUTANT DRAGON

Breath: Stardrop
Attacks: Snap, Chlorine, Sleep, Silence

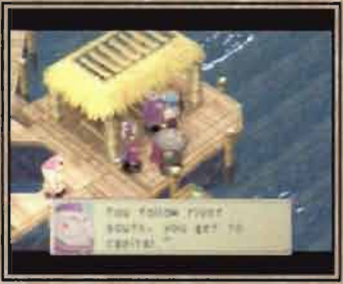


Koshka (73)

Speak with the Weapons Merchant the moment you return to Koshka. By now, the jars should be ready. Accept the asking price of 500 Zenny and return to Chiqua.

Chiqua (74)

Give the jar to Fu Chaman, but keep the treasure for yourself. If you give him the treasure, you lose the Earth Gem Dragon Crystal and access to the Mutant Dragon. Whichever item you give him, Fu Chaman gives you directions to the capital.

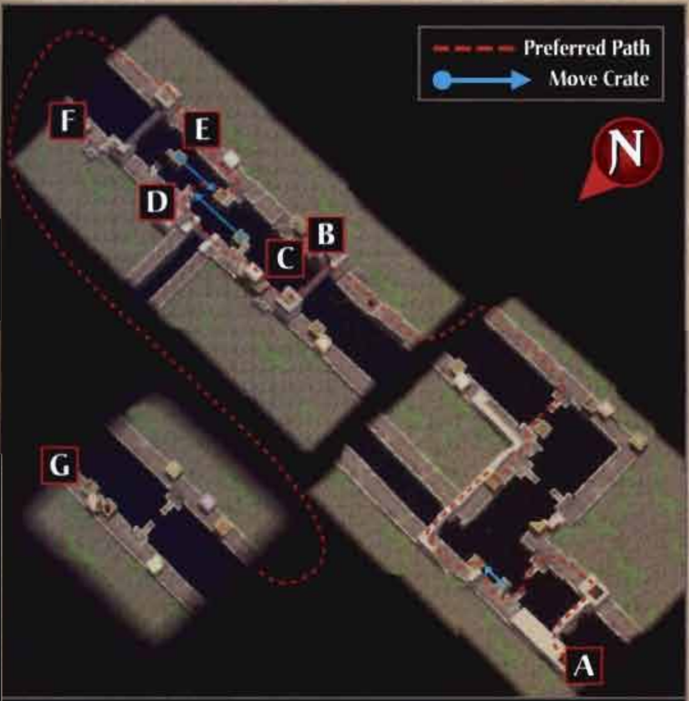


You follow river south, you get to capital.

MISSION TIP

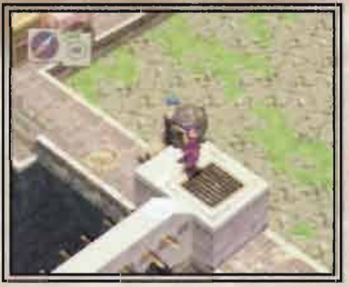
Leave Chiqua, then return and speak to Fu Chuman once more. He offers to trade your ball treasure for a better one.

River (77)



A. Start
B. Dirty Filter - 3
C. Atomic Punch
D. Traveller
E. Ladder to Lock Bottom
F. Armored Vest
G. Exit

Head south until you reach the river—actually a long series of levees and locks used to transport cargo south toward the capital. Find a small walkway spanning the water and follow the river downstream once you have crossed here.



MISSION TIP

Cray can move the floating boxes to make a path across the river. Alter the water level by using the valves on the locks.

New Encounters

Enemy - Bolt Trp

HP: 200
Agility: 120
AP: 70
Wisdom: 80
Power: 200
Exp: 850
Defense: 60
Zenny: 180

Special: Knock Out, Weaken

Bolt Trps are from the agile and mildly annoying Nut family. These blazingly quick adversaries can completely dodge all but the best-placed strikes.

Nail Bolt Trps with a low-cost combination such as Firewind. The ensuing explosion should take out all the Bolt Trps. However, Bolt Trps are resistant to combinations. Their presence lowers the chance that your magical spells will combine into a more potent form.

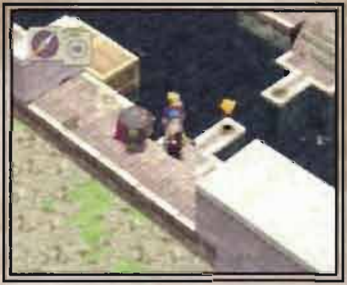
Enemy - BoltArch

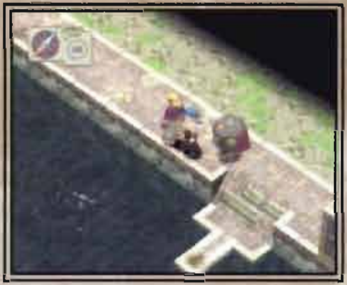
HP: 200
Agility: 100
AP: 70
Wisdom: 40
Power: 130
Exp: 850
Defense: 90
Zenny: 250

Special: Mind Flay, Double Blow, Multistrike

BoltArchs are much like their Bolt Trp counterparts—agile and hard to hit. Nail them with a series of low-cost group-effect combination spells. If even one combo connects, you'll wipe out all BoltArchs on the screen.

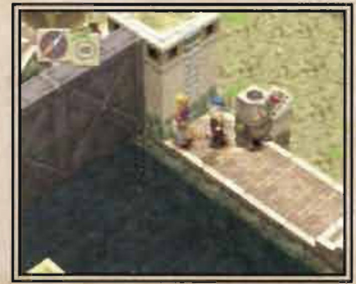
Cross the river again, this time to the north bank, via a jump point. From the north bank, have Cray push a nearby crate eastward. The crate slams into another crate, allowing your party to continue eastward. Climb the pale stairs that lead to the top of a levee. Run the length of the levee until you encounter a large crate against the wall.



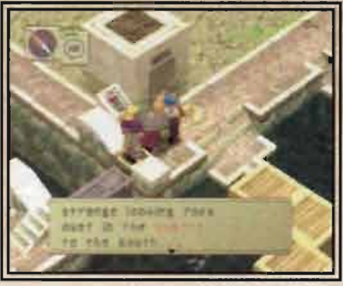


Hop down from the crate to a walkway along the river. Go down this walkway as it follows the river south and then east. Just as the river turns, find a pair of jump points, allowing you to cross the south bank. Once you are safely across the river, head east down a brick walkway to a new area.

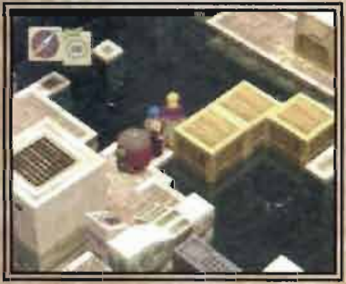
Come to the first of a series of mechanized locks. Use the switch on the south bank to raise the lock into a new position. Climb the rope ladder ascending the southern tower of the lock mechanism, then cross on the floodgate. On the other side, climb down and use a sister switch on the north shore to lower the floodgate back into place.

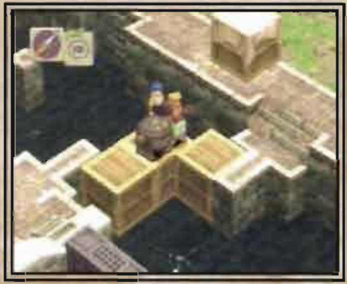


Speak with the worker you encounter sitting beside the river. When he asks about dragons, tell him that you've seen one before. When he asks you what they look like, reply that dragons all look different. When he asks you to get specific, say that dragons sometimes look like grass and rocks. The worker then tells you of an oddly shaped rock inside a nearby quarry. The quarry road is now revealed to you. Speak with him further to collect other useful tidbits.



As you slowly walk east, notice crates floating in the water. Move Cray out onto the tiny brickwork outcroppings that extend to each crate, then push the crates down the river. Two crates need to be pushed—one before and one after the dockworker you've chatted with.

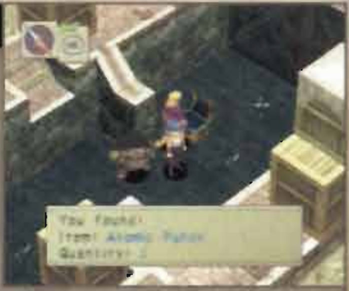




When both crates have been moved properly, they create a bottleneck about halfway down the river. Move to the control switch for the smallest of the three locks, on the north bank of the river. If the gates to the east and west are closed, throw the switch and empty the lock. As the water drains from the lock, the crates lower. Once they touch bottom, use them to cross to the south bank.

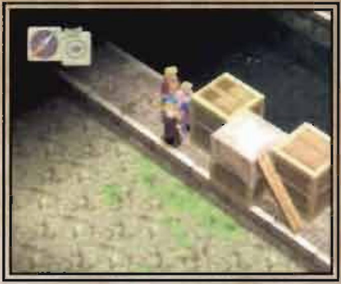
From the south bank, go to the easternmost floodgate. Climb the gate tower, then head east along the walkway to enter the river's final area.

MISSION TIP



A chest containing one of the rare upgrades for Ershin's Rocket Punch lies on the bottom of the lock. To reach it, leave this area by heading east, then come back. Make sure that the lock is completely drained when you leave. When you reenter the area, the position of all the crates has been reset. Climb down a ladder on the south bank of the river and walk along the bottom until you encounter the chest.

A crate in the middle of the walkway eventually stops your progress eastward. Turn toward the river to find a jump point that allows you to cross to the north bank. Climb atop a small pile of crates to the east, then hop down to leave the river behind you.



MISSION TIP

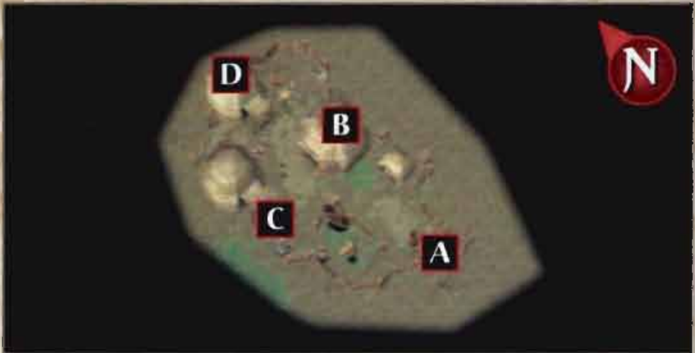
After you cross to the north bank of the river, double back and reenter the previous area. Tucked among a small pile of crates is a chest containing an Armored Vest.

Quarry (78)

You come to a split in the road. Take the western path to reach the quarry of which the dockworker spoke.

Here you encounter the Rock Dragon. Leading with Ryu, speak with the ancient entity. He grants Ryu his power, allowing him to use the powerful Fulguration ability. Once you have spoken with the Rock Dragon, head east to the tiny mountain village of Pauk.

Pauk (79)



A. Enter Village
B. Gramps' Tent
C. Weapons Shop
D. Inn

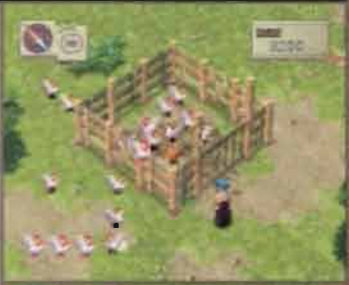
Pauk is a tiny border town nestled in the Ahinga Mountains that sells Whelks and horses to the Imperial Army. Chat with anyone who will talk to you, trying to learn how to get to the capital. Eventually, you are directed to the tent of Gramps.

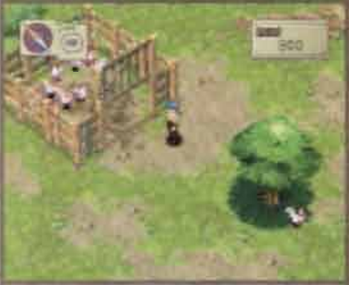
Gramps is a little less than talkative when you enter his tent to inquire about the capital. Apparently the old man has lost a prized chicken. After attempting to speak with the despondent fellow, exit the city to discover a newly revealed western road.

MISSION TIP

The local Weapon Shop has some interesting new armor for sale. As funds allow, purchase MithrilArmor for Ryu, Cray, and Ursula, and outfit the rest of the party in Wolfskin.

CATCHING TAK





Tak, Gramps' cocky brown rooster, is running loose on the west side of town. Chase Tak into the coop in the middle of the field. Once Tak is inside, the gate automatically closes and the game ends. You get 100 extra points for every white-feathered chicken you can herd into the coop.

The chickens always run as fast as you do, and they continue to run as long as you chase them. Give them a little room and they return to a more leisurely pace, squawking and wandering randomly. Herd them to the south side of the map, near the open door of the chicken coop.

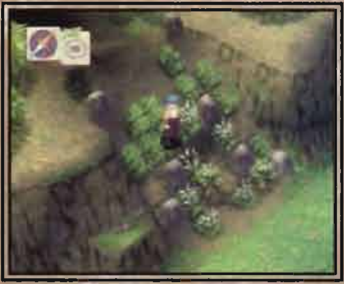
Keep a good distance between you and the coop. As the chickens bumble near the door, rush them. Trying to run away from you, they scurry directly into the coop. Repeat this process until you capture most chickens—including the troublesome Tak.

Once you have captured Gramps's prize chicken, return to Pauk. An overjoyed Gramps tells you that the most direct route to the capital, Kwanso, is presently blocked due to some trouble in the capital itself. However, you can go to the Emperor's Tomb to the northwest, and from there take a road to Astana.

MISSION TIP

Before leaving the village, talk to the children playing outside. One of the tykes thanks you for bringing the chickens home. Speak with them each twice until they reward you with an Old Tire.

Burnt Forest (89)



On your way to the Emperor's Tomb, you come across an eerie wood that seems strangely familiar. Head south until you see a small collection of rocks leading up the side of the hill. Go west through the rocks to find the charred wasteland.

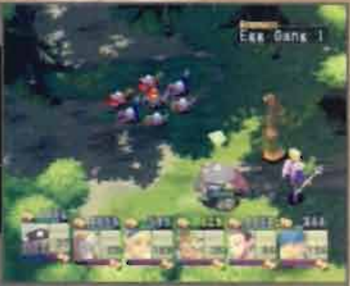
New Encounters

In addition to the Zaurus and Morphs that abound in this area, you also face some much shorter trouble.

Enemy - Egg Gang

HP: 2,000	Agility: 35
AP: 60	Wisdom: 40
Power: 150	Exp: 1,100
Defense: 100	Zenny: 350

Special: Ovum, Double Blow, Magic Ball



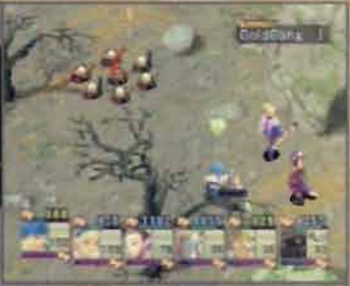
Be very careful with Egg Gangs—especially their Ovum ability. Their first use of it is often highly successful, occasionally transforming your entire combat rank into tiny eggs. In egg form, your characters do pathetic damage and have no access to any items, spells, or skills. Further, any follow-up attack by the Egg Gang causes devastating damage, almost always resulting in a character's gruesome death.

Soften them up with the Oracle spell. Then follow up with a swing of Cray's Crusher or Scias' sword. Egg Gangs always attack after you do, so use the initial opportunity to annihilate them.

Enemy - Gold Gang

HP: 2,500	Agility: 350
AP: 60	Wisdom: 40
Power: 152	Exp: 800
Defense: 130	Zenny: 10,000

Special: Resist, Ovum



Gold Gangs are much like Egg Gangs—only worse. They have more HP and are resistant to Oracle—your best demon-slaying attack. Hammer them relentlessly with melee attacks. Ranged fire is also moderately effective until Gold Gangs use their Resist special ability. After that, any Flamethrower or Rocket Punch fire coming their way is almost sure to miss.

Continuing east, you find an enormous chasm with the fragments of a shattered rope bridge still dangling from either side. Return to the Burnt Forest, this time exploring the south side of the wood.

Here you find a pair of trails—one heading west, the other continuing south. Take the western path for now, following it until you find a glowing green crystal. This is the Wind Gem Dragon Crystal. It lets Ryu assume the form of the Myrmidon Dragon in combat. Return to the southern path and follow it to discover a hidden road to a little-known fishing spot to the south.

MYRMIDON

Breath: MetaStrike
Attacks: Wind Strike, P'ung, Nah P'ung, SpiritBlast

River Spot 3 (80)

This quiet meandering river is an excellent source of Trout and RainbowTrout. Head to the waterfall and perch on a large rock. Cast to the far side of the bank and draw the lure as close to the rocks as you can without catching your line. Techniques 1 and 4 are best for catching the elusive RainbowTrout. Once you've caught your limit, return to the west road.

Tomb (81)

The party arrives to find more scorched ground. It looks like more than a simple forest fire. Head southeast. Expect to meet with the occasional Zaurus and Morph as you follow the winding trails eastward. Eventually, the party comes to a series of columns and other ruins. Hop atop the pillars to cross a small canyon, then climb down the side of a fallen column to reach the grotto floor. Continue east to reach the base of the Emperor's Tomb.

Climb the staircase that ascends this giant pyramid. At the top, a strange statue stands guard over an opening. Move close to this guardian to awaken the sleeping giant. Won-Qu, as it introduces itself, has been set to protect the Emperor's Tomb from any intruder–even fellow Endless. Make sure your party is at full health before engaging Won-Qu.

MISSION TIP

Before engaging Won-Qu, move to the east side of the pyramid to find another staircase. Descend it to discover a chest. If you did not collect this treasure with Fou-Lu earlier, you will find Ambrosia.

BATTLE WITH WON-QU

Enemy - Won-Qu

HP: 32,000	Agility: 90
AP: 1,000	Wisdom: 40
Power: 195	Exp: 30,000
Defense: 100	Zenny: 0

Special: Frost Breath, Sleep, Stone Pillar, Sanctuary, Blizzard

Won-Qu is a truly fearsome opponent; one of the most difficult bosses yet. Unless you exploit Won-Qu's vulnerability to fire, you'll lose this battle.

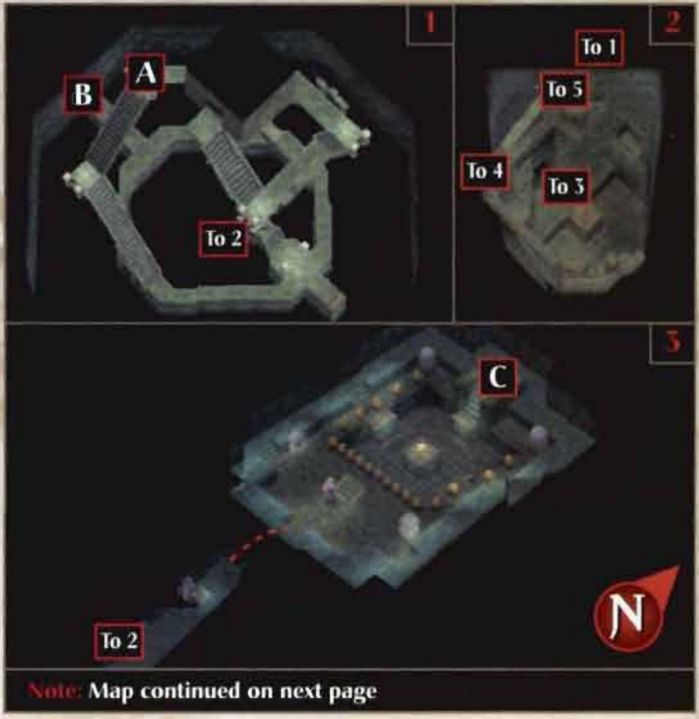
Begin by transforming Ryu into his Wyvern Dragon form. You need the Hwajeh attack only available to the more powerful Weyr form. The Hwajeh attack inflicts terrible damage on this guardian. Use Ursula's Fireblast and Nina's Typhoon ability to create the devastating Gigaflare combo attack. Hammer Won-Qu with this series of combos, as well as Ryu's relentless Hwajeh attack, to drop the guardian after five or six turns of intense combat.

NOTE: *You receive Cupid's Lyre when Won-Qu is defeated. The character using this heals 50 HP of damage per turn in combat, and 10 HP per step while exploring.*

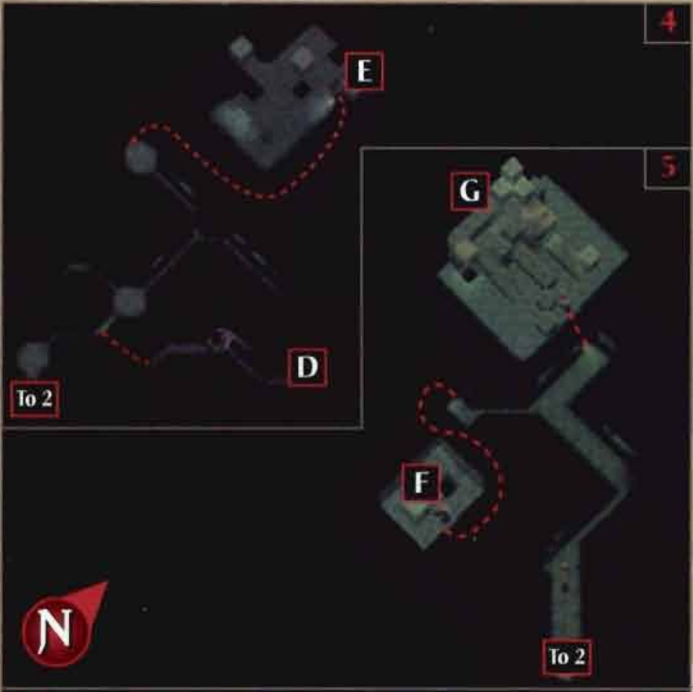
MISSION TIP

Leave the Tomb area and camp after your battle with Won-Qu. You probably used a tremendous number of AP battling the guardian, and you'll need all of your strength within the Emperor's Tomb.

Inside Tomb



Note: Map continued on next page



A. Start
B. Vitamins
C. Electrifier
D. Dragon Scale - 5
E. 5,000 Zenny
F. Napalm - 2
G. Exit

Descend into the opening at the top of the Emperor's Tomb. A winding staircase takes the party to a lower level within the Tomb complex. At the end of the staircase is an enormous chamber dominated by a huge circular walkway. Follow this walkway as it spirals downward, ending near a tan block. Approach this block to descend even deeper.

New Encounters

Enemy - Chopam

HP: 10,000
Agility: 100
AP: 30
Wisdom: 50
Power: 250
Exp: 4,000
Defense: 10
Zenny: 5,000

Special: Inferno, Gigaflare

You simply can't defeat Chopam by conventional methods. It employs invincible defensive screens. When you encounter this mechanized beast, either run, or put every member of your party in Guard mode. You will be rocked by a turn or two of devastating attacks, including Inferno and the viciously effective Gigaflare.

However, if you remain in Guard mode and don't attack, after a turn or two, the Chopam drops its defensive screens permanently. You can then take it apart at your convenience.

Enemy - DeathBot

HP: 3,000
Agility: 100
AP: 300
Wisdom: 45
Power: 160
Exp: 1,800
Defense: 100
Zenny: 350

Special: Protect, Might, Barrier, SpiritBlast

The Deathbot lives up to its name. Hammer it early with Oracle and direct physical assault. Try to eliminate Deathbots early—due to Protect, they get harder to kill as the turns drag by. Once you have the Electrifier weapon for Ursula, use it to great effect against the Deathbots.

Enemy - Guardians

HP: 2,500
Agility: 80
AP: 30
Wisdom: 10
Power: 165
Exp: 1,600
Defense: 100
Zenny: 450

Special: Double Blow, Triple Blow

Guardians are difficult—until you know how to handle them. Their tough exoskeleton protects them from most direct physical damage, but they're particularly vulnerable to water-based attacks. Hammer them with Jolt or Blizzard to inflict tremendous damage.

Beware: Double Blow and Triple Blow can be absolutely deadly. Guardians almost always fire first a single shot, then a double, and finally a triple. Eliminate them early.

Enemy - Berserkr

HP: 1,500
Agility: 1
AP: 100
Wisdom: 30
Power: 160
Exp: 1,000
Defense: 90
Zenny: 200

Special: Jolt

Berserkrs are best eliminated with direct physical attacks. Cray and Scias are perfect for this purpose. If you do use magic, concentrate on fire-based attacks.

Enemy - MorphGoo

MorphGoo 1
MorphGoo 1
MorphGoo 1

HP: 2,000
Agility: 60
AP: 80
Wisdom: 20
Power: 160
Exp: 1,000
Defense: 85
Zenny: 300

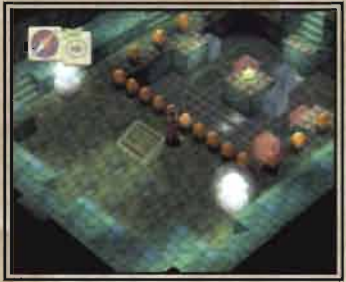
Special (Fire, Red): Burn, Flame Pillar
Special (Wind, Green): Eddy, Cyclone
Special (Water, Blue): Frost, Icicle
Special (Earth, Black): Rock Blast, Plateau

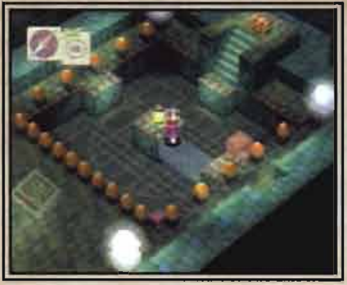
MorphGoos are tricky. Their attacks and vulnerabilities change from turn to turn. A MorphGoo can take one of four forms: the red fire-based form, green wind-based, blue water-based, or black earth-based form.

MorphGoos change too rapidly for you to take any real advantage of their vulnerabilities. Overpower them with your most potent combo attack, supported by direct physical assault.

At the lowest level of the Tomb, find a doorway on the north wall. Although there are walkways and doors above you, you can't access them yet. Progress northward until you come to a raised stone table in the middle of a long hall. Hit × to press down on the tablet, which opens a door directly in front of the party. Head through that door to face your next puzzle.

Inside is an elaborate set of blocks and switches, all surrounding a raised pillar in the center. Standing in front of a switch causes the floor to light up. Push a cube forward by pressing ● and push it back by pressing ×. Align three blocks of the same color to create a path. There are switches on the south, east, and west sides of the grid.





On the east and west sides of the raised pillar in the center of the grid are small rectangular columns that you can walk out onto. Align a row of like-colored blocks—either all blue or all red—between one of these columns and the central pillar. Once a row of columns has been aligned, it locks and rises, allowing you access to the central pillar. Collect the Bead that sits atop the pillar before going south.

MISSION TIP

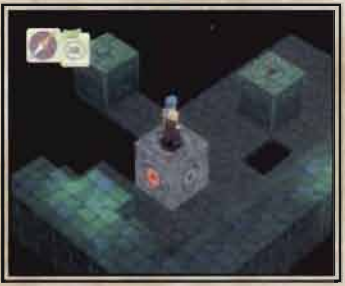
Align the remaining three blocks on a north-south axis between the central pillar and a small ledge on the north wall to reach a chest containing an Electrifier, a powerful new weapon for Ursula.

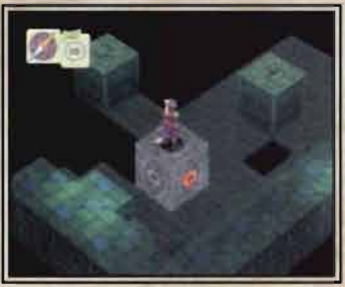
Return to the lowest portion of the Emperor's Tomb by heading south through the hallway. When you enter this enormous chamber, the Bead you just collected crumbles, causing one of the blocks on the chamber floor to transform into a makeshift staircase. Now that you can access the lower level of the chamber floor, climb the ladder on the south wall, following the pathways and ladders until you reach a doorway.

This doorway leads to a long and claustrophobic hallway, complete with dead-ends and large, rounded intersections. Head northward, passing through one rounded chamber until the hall splits east and west. Take the western path to discover another rounded room. A stone column lowers into the floor as you enter. Continue west through a virtually invisible doorway.

MISSION TIP

In the southeast wall is a doorway almost completely hidden in the shadows. Follow the hallway beyond this door to reach a chest with five Dragon Scales. You may need to adjust your perspective before you can even see this doorway.





At the bottom of a long ladder, discover an under chamber with the warning: Beware of the red eye. Move along a ledge to the south to reach a large steel-gray cube. Stand upon this cube and move the directional buttons. The cube rolls in the indicated direction. On the bottom of the cube is a large, angry-looking red eye. Don't move the cube so that the red eye rolls to the top or your character will have 10 percent of his or her HP *permanently* removed!

Roll the block north two spaces, then east one space. Now roll it south once, then east. The red eye should now be on the block's side. This allows you to move to the raised pillar near the center of the chamber and collect the Bead.

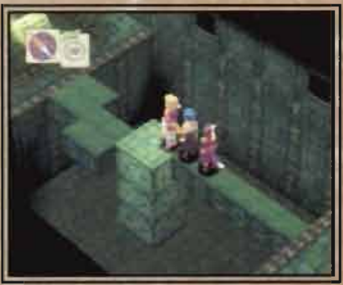
Head back to the main chamber where you first entered this level of the Tomb. As you enter the chamber, the Bead you collected crumbles as a large block slides into the floor. A new path winding along the walls is revealed. Follow it to a doorway high atop the chamber wall.

Pass through the glowing green halls you find beyond the high door. Head east to discover a room filled with giant stone blocks and floating cubes. Climb on top of the nearest cube and rise with it as it climbs to the top of the pile of stone blocks. Descend a set of stairs to the west to reach an area of this chamber that was previously inaccessible. Ride the second rising block to a high landing, then exit this chamber via a passage to the north.

MISSION TIP

Within the glowing green halls, a tiny side corridor cuts to the northwest. Follow it to find a virtually invisible doorway set into the north wall. Beyond this doorway is a chamber with a chest containing a double dose of Napalm.

As you enter this final chamber, a series of blocks mystically shifts to form a walkway to the north. Cross this makeshift bridge to reach a broad landing. On this landing find a message written in stone; "Ye who wouldst walk the path, seek ye first the key." As soon as you finish reading this message, a pair of massive dice fall from the ceiling.



I AND II

Enemy - I

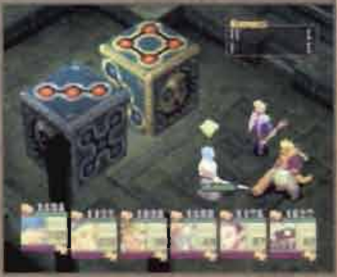
HP: 10,000	Agility: 999
AP: 1,000	Wisdom: 50
Power: 200	Exp: 25,000
Defense: 85	Zenny: 0

Special: Rejuvenate, Heal, Powder, Punch, Revolution, Stasis, Fireblast, Inferno, Kick, Death

Enemy - II

HP: 10,000	Agility: 1
AP: 1,000	Wisdom: 10
Power: 220	Exp: 25,000
Defense: 90	Zenny: 0

Special: Rejuvenate, Heal, Powder, Punch, Revolution, Stasis, Fireblast, Inferno, Kick, Death



Your battle with the mysterious I and II is nothing less than a war of attrition. You face a variety of extremely effective special attacks, most of which affect your entire party. Much of the battle is spent healing and restoring characters to life.

One of the first special abilities that the cubes use is Stasis. This special attack does no damage, but prevents any character from using Combo attacks for the next three turns. Use a combo the very first round—you may get the shot in before Stasis kicks in.

Another particularly devastating attack is Revolution. This bizarre attack type heals one of your characters, damages another, and virtually kills the third, leaving him or her with only one HP. Revolution is almost always followed by a group-effect attack by the other cube. The result is often a dead character or two. Keep plenty of Angelfish handy, or have Nina or Scias Raise Dead.

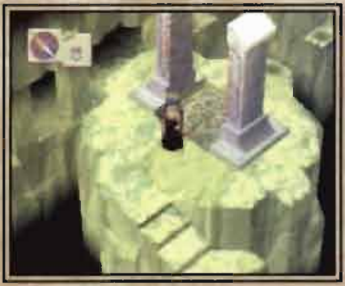
Each block has its own vulnerabilities. Cube I is virtually impervious to ranged attack. Even with melee weapons, it is extremely hard to hit. However, I is very susceptible to magical attacks. Nail it with your most powerful spells, including Fireblast, Typhoon, and Oracle.

Cube II is effectively immune to all but your most potent combos. Even Gigaflare causes only moderate to light damage. Instead, relentlessly hammer Cube II with direct physical attack from Cray, Ershin, and Scias. By exploiting the vulnerabilities of each cube, you should be victorious within 7 to 10 combat turns.

Once you have defeated the two cubes, a recently defeated adversary appears before you—Won-Qu, guardian of the Tomb of the Emperor God Fou-Lu. Recognizing that you are indeed the one his master has been searching for, Won-Qu gives you a special gem that allows you to progress through the tomb. Return to the main chamber one last time. As you walk inside, the gem crumbles silently, and a doorway high atop the chamber opens. Head to the elevator block in the center of the room to reach this newly revealed doorway.

Mukto (82)

You arise between a pair of ancient obelisks. The path to Astana lies to the west. However, treasures both bizarre and wonderful await you to the east. Head behind the obelisks to find a jump point to a nearby cliff face. Hop over, making your way north to a hard-to-see passage into the cliff face. It's shrouded in shadow much darker than the surrounding cliff ledge.



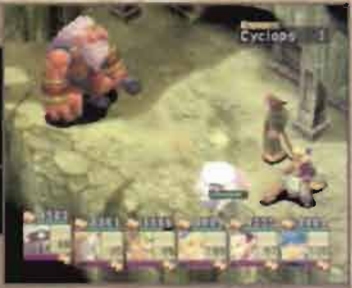
New Encounters

Although you have met Cyclops before with Emperor Fou-Lu, this is the first time that Ryu, Nina, and the rest of the party have ever faced these beasts.

Enemy - Cyclops

HP: 10,000	Agility: 75
AP: 100	Wisdom: 5
Power: 230	Exp: 3,500
Defense: 80	Zenny: 200

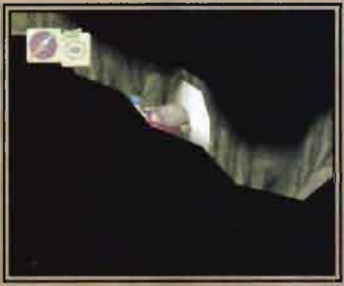
Special: Risky Blow, Blitz, SpiritBlast



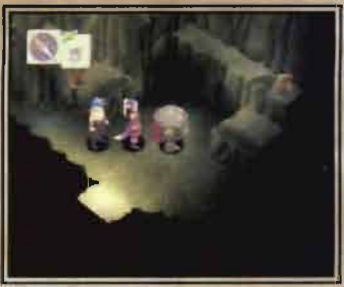
Cyclops can be an absolute nightmare in combat. With 10,000 HP, they can withstand a tremendous amount of punishment. Further, they have no particular vulnerabilities and can dish out devastating injury to your party. There is no trick to defeating them—any battle with a Cyclops is a strict war of attrition.

*Do enough damage to a Cyclops, and its giant stone club shatters, reducing the amount of damage it can inflict. However, the stumpy club is ideal for counterattacks, allowing the Cyclops to nail your party as many as four times per combat turn. Each blow can inflict up to **800 points of damage**! Rotate your party members, allowing damaged characters to rest and regroup.*

Enter a tightly winding cavern that goes east. Although the passage ends abruptly, with no apparent reward, there is a small crack in the cavern's south wall. Have Ershin give it a head butt to reveal a secret doorway hidden in the rubble. Climb down the stairs you find on the other side and head east to another doorway.



This secret area is a gold mine of treasures and items. Collect Swallow Eyes, Wisdom Seeds, and Dynamite as you work back through the caverns. Climb a series of outcroppings to a ledge within the cavern, then go west. You finally come to the Crypt of Fou-Lu. At the base of an obelisk marking the place of his summoning is a chest containing a Dragon Seed. Make your way back through these secret caverns and down the road to Astana.



Kwanso (83)

The gates to Kwanso are closed. Every hour, more refugees from the outlying area flood into the city. Rumors abound of the destruction of the capital city by some horrific monster. The gate guards are under orders to allow no more citizens to enter. Instead, head to the hills south of Kwanso, where the flood of refugees originates.

Foothills (84)

The route to the capital city is a long, meandering road. This relatively straightforward area is flavored with frequent attacks by NutTroops, Bolt Trps and the new BoltMage. Wind your way down the foothills, collecting the Taser and Barrier Ring tucked into the surrounding terrain.

New Encounters

Enemy - BoltMage

HP: 200	Agility: 120
AP: 120	Wisdom: 50
Power: 125	Exp: 900
Defense: 80	Zenny: 230

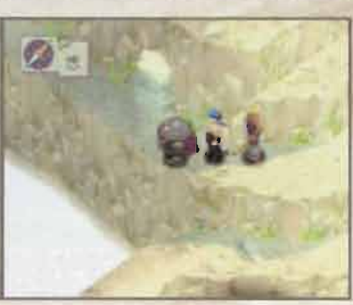
Attacks: Cyclone, Ice Blast, Typhoon, Blizzard, Silence

BoltMages can inflict serious damage to the entire party.

These tiny sorcerers begin their attack with Silence to prevent your party from using their best spells. They follow this with either Typhoon or Cyclone to weaken your entire combat ranks.

BoltMages are typically encountered in a mixed group of other Bolt and Nut units. Hammer them all with potent area-effect spells such as Cyclone, Rock Blast, or Fireblast.

NOTE: Take this side passage from the foothills to reach the hut of the hermit, Bunyan. Bunyan has learned quite a few tricks from his days in the Imperial Army. As long as you've received tutelage from all other masters in the game, Bunyan will impart a portion of his knowledge to you.



Ocean Spot 3 (85)

On your way down the south road from the foothills, explore any encounter indicators you find. About halfway between the foothills and the highway is a small patch of desert with a sign giving directions to a local fishing spot—compliments of your old friend, Gyosil.

Cut to the west to find this seaside fishing spot. The waters are brimming with Flying Fish near the surface, and Sea Bass and Bonito near the bottom. Cast off a rocky outcropping to the east, using your best deep-diving lures. The Bonito replenishes all HP.

Highway (86)

With the capital all but lost, the Imperial Army has established a massive set of fortifications on the road heading south. Pass through the rows of log barricades and battle-hardened soldiers to reach the southernmost point of the fortifications. Leading with Captain Ursula, talk with the Imperial Commander.

Captain Ursula is told that her commanding officer, General Rhun, has fallen back to the city of Astana. With the party in tow, send Ursula north, away from the fortifications and toward the city of Astana.

Astana (26)

Refugees have flooded this city as well, setting the entire settlement on edge. Head to the command post at the southeastern side of the city. Leading with Ursula, speak with the guards—they immediately let you pass. Descend into a small chamber with a door on the north wall and a second staircase going deeper into the complex.

MISSION TIP

The doorway leads to the internal mechanisms of the mystic Carronade. Explore this area to discover the sacrificial altar and Carronade control room.

"This is where they prepare me... the sacrifice for use in the Carronade."

Descend the second staircase leading down. Follow the passage, eventually going up the hills overlooking Astana. Here sits Headquarters for the Imperial Army. Upon entering the building, you immediately recognize it. The party originally came here in search of Elena. You have only seconds to ponder the situation before you are ambushed by a horrific collection of undead monsters.

New Encounters

Moments after entering the Imperial Army Headquarters, the party is ambushed by a large group of Zombies, Cadavers, ZombieDr, and the never-before-seen Warlok.

Enemy - Warlok

HP: 3,500	**Agility: 110**
AP: 100	**Wisdom: 150**
Power: 190	**Exp: 2,800**
Defense: 90	**Zenny: 650**

Special: Dark Breath, Death

Zombie 2
Cadaver 2
ZombieDr 1
Warlok 1

This battle is actually quite simple. Neither the Warlok nor any of its minions are particularly resistant to magic. Hammer them from the very first with your most powerful combos—Gigaflare or Magma Blast. This weakens the entire enemy party. Finally, direct an Oracle attack against the Warlok. Due to Oracle's extra damage to Demons, you should inflict a minimum of 2,000 points of damage per turn.

The Warlok and his toadies spend all of their energy healing damage and virtually forgo any attacks. Continue to punish the living dead until each has returned to the grave.

Continue to explore the Headquarters building. Go to the throne that sits on a dais on the northwest side of the room. From here cut to the north, heading down the long hallways.

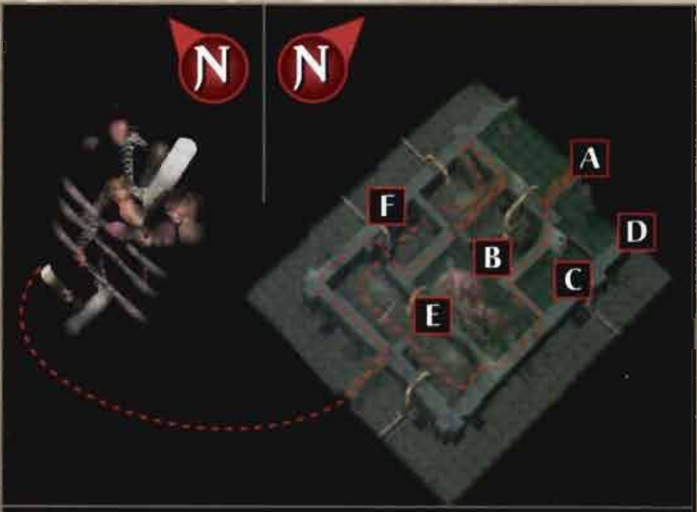
NOTE: *If you wish, you can explore the underhalls of Astana Base by heading to the south side of the throne. However, nothing is different from the last time you were here.*

MISSION TIP

Near the stairs leading up to the Headquarters, walk atop a small wall to a ladder on the side of the building. On the top of the Headquarters is a chest containing three Swallow Eyes.

You find injured guards sprawled out across the floor of the hallways, mumbling incoherently about monsters. Head north until you reach a conscious soldier. He tells you that wave after wave of vile creatures have been overrunning Imperial Headquarters. General Rhun has taken a large contingent of men and gone to look for the source of this infestation. Use the lift behind the soldier to reach the underhalls that the General charged into.

Underhalls



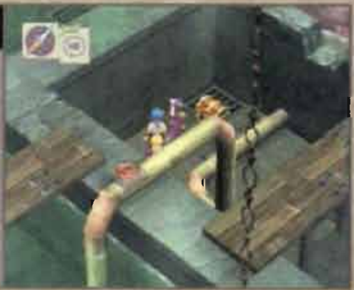
A. Start
B. Ghostbuster
C. Sluice Gate Switch
D. Old Tire
E. Rotten Meat - 2
F. Sluice Gate Switch

The underhalls of Astana Base are a bizarre collection of walkways and vats filled with rotting meat. Go south along the wooden plank, walking along the stone walls that separate one vat from another. Cut eastward along the outer perimeter of the storage facility, eventually descending a set of stairs to an empty vat.

Speak with the soldier standing nearby before heading west along the floor of the chamber. Cut north through an open sluice gate and continue until you find a staircase once again granting access to the upper walls. Head across a wooden plank to the south, and turn westward at a four-way intersection. Activate the sluice gate by pulling the switch you find there. Now climb over the closed gate and head south, following the perimeter wall. Cross the wooden plank laid against the wall to reach a new and disturbing area of the underhalls.

MISSION TIP

A hard-to-see chest contains a potent new weapon for Ershin—the Ghostbuster. This weapon does extra damage to Demons, which you will soon face constantly.



This section of Astana Base looks as if it was grown. Thick rib-like walkways are covered in a sinewy mesh. Make your way through this organic mess by heading south along a rib. Climb up the sinewy fibers and then cut north until you reach a pulsating red mass. Leading with Ryu, try to cut through the crimson vein.

As Ryu hacks at the ghastly mass, an ethereal apparition of Elena, Nina's sister, appears deeper within the massive pulsing abomination. She tells the party that to cut through the red vein, you must use the mystic Dragonslayer blade. Lord Yuna, the man responsible for the present state of Astana Base, is said to have the dagger. You must find him and retrieve it. After listening to Elena's message, make your way back out of the underhalls, leaving Astana behind.

* * *

MISSION TIP

The Weapon Shop in Astana sells the DamascusSwd and Damascus Mail. As funds allow, equip your entire party.

MISSION TIP

A Manillo merchant has set up shop on the north side of town. He can trade your fish for some truly exceptional equipment.

Kwanso (83)

The gates of Kwando are still closed to civilians. Leading with Captain Ursula, ask the guards protecting the city gate about Lord Yuna. The startled guards tell you of Yuna's presence in Kwando and immediately allow you to pass.

Upon entering the village, Ursula begins a conversation with Lord Yuna. The man is a self-proclaimed scholar and pacifist, and he puts up no fight when the party demands the Dragonslayer. Collect the blade, then hurry back to Astana.

Astana (26)

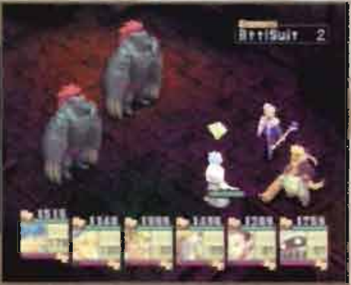
Head to the command post at the rear of the city. Then use the halls and staircases there to return to the Headquarters building. The presentiment of evil is much stronger now. The creatures you run into are also significantly more powerful.

New Encounters

Enemy - BttlSuit

HP: 3,500
Agility: 35
AP: 600
Wisdom: 40
Power: 162
Exp: 1,800
Defense: 120
Zenny: 280

Special: Rock Blast, Focus, Wild Swing



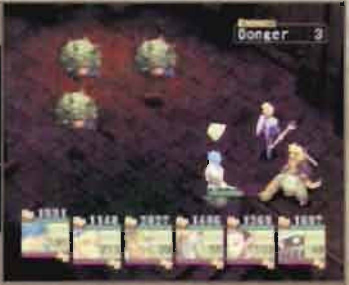
BttlSuits can be defeated easily, if you are willing to spend the AP. Thick armor plates prevent most direct physical damage from affecting them. Hammer them with potent wind-based combos or ranged attacks.

Spend the AP to eliminate them in the first or second round. In its first combat round, a BttlSuit uses Focus to upgrade its attack. At the end of the second turn, it attacks. A single Wild Swing can KO a character at full HP.

Enemy - Gonger

HP: 1,600
Agility: 20
AP: 20
Wisdom: 60
Power: 175
Exp: 1,100
Defense: 140
Zenny: 130

Special: Timed Blow, Watch Enemy

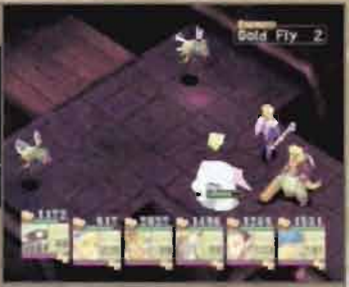


Simply nail Gongers with a Simoon or other wind-based combo attack. Have Ershin or Ursula finish off any stragglers with a ranged attack. Do so quickly, as Gongers can inflict terrible damage with their Timed Blow.

Enemy - Gold Fly

HP: 1,100
Agility: 100
AP: 20
Wisdom: 40
Power: 185
Exp: 400
Defense: 40
Zenny: 1,200

Special: Chlorine, Snap

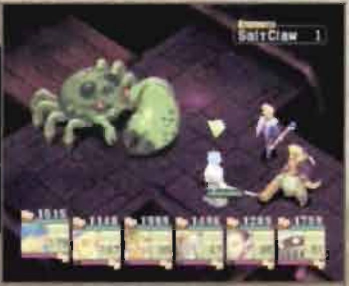


Gold Flies are agile, slippery creatures that are extremely difficult to hit. Instead, eliminate them with powerful wind-based combination attacks. Follow up with another combo the following turn. Don't waste your time with physical attacks.

Enemy - SaltClaw

HP: 2,500
Agility: 70
AP: 40
Wisdom: 50
Power: 190
Exp: 2,200
Defense: 130
Zenny: 350

Special: Death, Reversal, Cyclone, Giant Growth



SaltClaws are significantly more deadly than their crimson relatives. Protected by thick armor, SaltClaws are extremely resistant to direct physical assault. Although you can't hurt them directly, they can sure hurt you. They can inflict more than 500 points of damage in a single strike, and they have a significant chance of counterattack.

However, SaltClaws have one tremendous weakness—Oracle. Typically, a single strike with this potent attack destroys a SaltClaw.

Battle your way back to the vat chamber. The situation here has also become much more deadly. Where before you faced Krabbies and Toxic Flies, you now battle SaltClaws and Gold Flies. Combating evil at almost every step, make your way to the far end of the vats, and return to the organ chamber.

Equip Ryu with the Dragonslayer and slice through the spongy red vein that blocks your path. Climb from rib to rib, organ to organ, until you reach a pale white column that looks vaguely like a spine. Use this column to climb out of the organ chamber and into a new room high above. Progress from this room to a staircase on the far side of the chamber.

Your party's long search for Elena is nearly at an end. Climb the stairs to learn her gruesome fate. After Cray has completed his dire task, use the porch of the building to walk to the rear of the structure. Here you find a new dress for Nina. The dress is a significant source of protection. Leave Astana behind forever, and head south for the final leg of your journey.

Chapter IV: That Which Passes

After the tragic loss of Elena, the party heads slowly southward. Walk toward the capital until you reach the Imperial Army fortifications along the highway. This time the barricades are virtually empty. All but two guards have gone with General Rhun to retake the capital. Follow Rhun's example and head west to Chedo.

"General Rhun gathered up what troops were left

MISSION TIP

If you haven't already done so, transfer Concentrate to Nina. She needs to use both Concentrate and Oracle to defeat the potent demon monsters within the palace. If you haven't learned Concentrate, return to the distant city of Chek and have the Abbess teach it to you. It is vital to your success!

NOTE: *A quick trip to Sonne nets you a few rewards, including an upgrade of your "treasure" and a Ring of Clay hidden in the woods near the village.*

Chedo (72)

The capital of Chedo is in shambles, with only a few refugees, Imperial guards, and foolhardy merchants remaining outside the city gates. Purchase weapons and equipment at the local shops before going in. The Weapon Shop is especially well stocked. As funds allow, purchase a Barbarossa for Ryu, a Cudgel for Cray, a Mortar for Ursula, and Mist Armor for anyone who can wear it. These items are *extremely* expensive, so sell old equipment and trade as best you can to afford these upgrades.

New Encounters

Enemy - Scavengr

HP: 4,000
AP: 100
Power: 215
Defense: 160
Agility: 50
Wisdom: 170
Exp: 2,500
Zenny: 220

Special: Jump, Ram

Shadow
Scavengr

Scavengr are even more dangerous than their Zaurus cousins. They possess no major vulnerability, have an enormous number of hit points, and pack a serious punch. And, they almost always counterattack any direct physical assault.

To defeat a Scavengr, simply hammer it with your most powerful attacks, leading with Cray and following up with a Gigaflare from Nina.

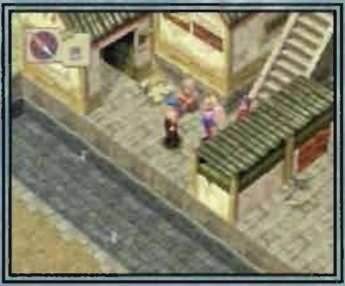
Enemy - Lampkin

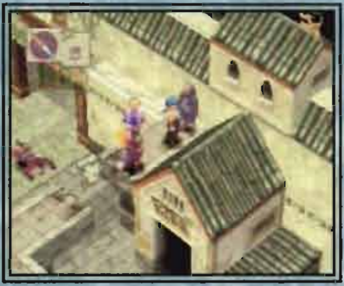
HP: 3,300
AP: 100
Power: 220
Defense: 100
Agility: 999
Wisdom: 50
Exp: 1,400
Zenny: 300

Special: Giant Growth, Palliate

Lampkin begin every combat mute, unable to use any of their special abilities. They remain this way until someone uses a water-based attack against them. This attack powers a Lampkin up, increasing its overall hit points and allowing it access to Palliate, a most potent ability. So, forget elemental attacks, and dish out a tremendous helping of Sword, Cudgel, and Mortar.

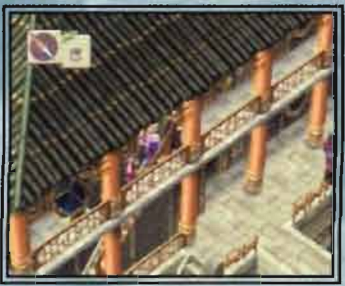
When you've finished with your shopping and talked with everyone in the courtyard, head west through the main gates of the city. The interior of Chedo is littered with rubble, virtually preventing you from progressing. Luckily, there is still a route to the south, through the battered shell of a building. Go through that building and ascend the stairs beyond it.

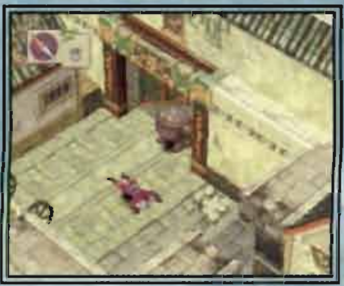




Walking along the flat roofs, head east, hopping across any gaps. Along the city wall stands a battered and bruised Imperial trooper. Walk along the city wall, cutting to the north, then down a staircase beyond. Continue to the west, walking beneath a crumbling walkway until you come to the base of a staircase. Climb up the stairs and enter the large, multistory building before you.

Once inside the building, head west to the end of the corridor. This leads to a small outside breezeway. Follow the breezeway to the east, ascending a set of stairs to the second story. Now look for a doorway on the north wall—it can be difficult to see. When you've found the door and reentered the building, head east to a huge set of stairs inside.





Climb down the steps and enter a long corridor leading south. The corridor ends in another set of stairs. Once inside this new chamber, turn west to find a doorway leading outside. You have finally traversed the shattered center of Chedo and come out on the other side. Cut to the north and pass through a gate leading to the inner city.

The inner city is dominated by a cobblestone road and long set of stairs heading north. Before ascending the steps, make sure your entire party is completely healed from their numerous battles with Scavengers and Shadows. Use any water resistant wards or rings you have. When all preparations have been made, ascend the long series of steps to meet the creature that has laid waste to the capital of the Empire.

MISSION TIP

Explore the side streets to discover a chest containing a set of Ivory Dice.

BATTLE WITH A-TUR

Enemy - A-Tur

HP: 43,000	**Agility: 105**
AP: 1,000	**Wisdom: 100**
Power: 260	**Exp: 50,000**
Defense: 125	**Zenny: 0**

Special: Frost Breath, Howling, Resist, Sanctuary, Magma Blast

This battle is the most difficult yet—due primarily to A-Tur's powerful breath weapons. Frost Breath can inflict up to 800 points of damage to every member in your combat ranks. Further, any direct physical attack done by A-Tur can inflict up to 1,200 points of damage!

Immediately have Ryu take the form of the Weyr Dragon—you need its Hwajeh fire magic. Hammer A-Tur with your most powerful combos such as Magma Blast and Gigaflare, ending every attack with Ryu's Hwajeh ability. Don't hold anything back—use your AP points like they are going out of style!

Finally, with the exception of Ryu, rotate your characters through the combat rank. A-Tur can inflict a ridiculous amount of damage in a single turn, so heal often, and give your injured characters a chance to rest. If you battle A-Tur intelligently, healing the injured and hammering A-Tur with a relentless barrage of punishing combos, the guardian of the Imperial Palace will eventually fall.

After defeating A-Tur, the party rushes to the side of General Rhun. He is gravely wounded and implores the party to continue to the Imperial Palace and stop the forces that are tearing the world apart. With one last gasping message for Ursula, the general slumps against the palace gates. With Ryu in the lead, head to the palace to complete your long journey.

MISSION TIP

After the hard-fought battle with A-Tur, as well as wave after wave of Scavengr and Shadow, take a moment to rest. When you switch to the world map before heading to the Imperial Palace, set up camp to replenish your strength and save the game.

Imperial Palace (87)

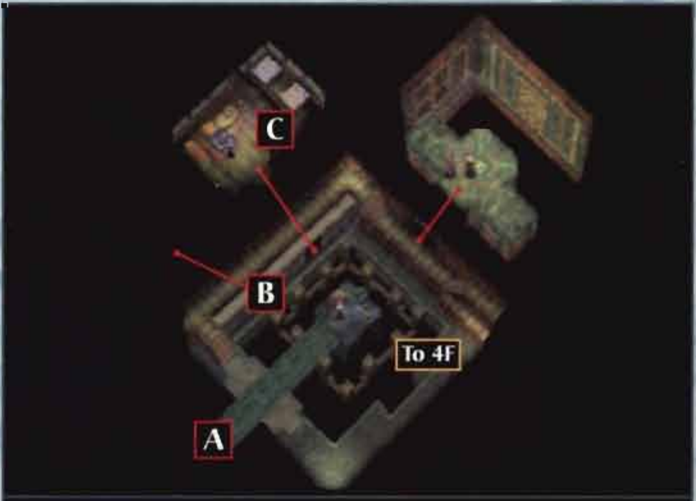
The Imperial Palace, far from being a foreboding den of evil, is magnificently beautiful, with glistening rivers and well-kept gardens at every turn. Cross the arching bridge to the west and pass through the main gates to continue.

MISSION TIP

At the western end of the covered bridge is a well-hidden path leading north. Stumble blindly until you find it, then follow the path as it leads down to the riverbank, and eventually to a chest containing a Healing Ring.

Here you find an enormous chamber dominated by a massive glowing crystal. Approach the crystal to initiate an encounter with the recently defeated guardian A-Tur. He apologizes for his earlier behavior and offers to transport his master's other half as well as the rest of the party to the inner castle within the Imperial Palace.

Floor 5



A. Start
B. Door sealed with Blue Ward
C. Castle Key

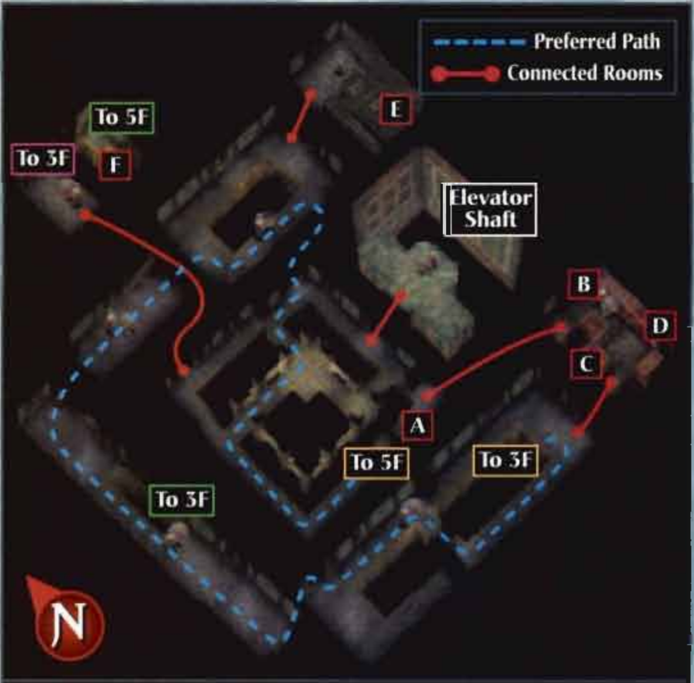
NOTE: The Imperial Palace is by far the most vast and spacious structure you have ever encountered. The walkthrough described here is the most direct route to Fou-Lu. However, many powerful weapons and valuable treasures await those brave enough to explore.

NOTE: The floors of the Imperial Palace begin at five and continue to one as they descend.

The party is deposited on the far side of an endless void, at the main gates of the inner castle. Head east into the castle interior to find the same summoning chamber where Fou-Lu battled with General Yolm. From the landing where you first entered this chamber, take a staircase to the south. Walk the perimeter of the chamber along a small catwalk until you reach a pair of doors.

Enter the easternmost doorway to find the night watch room. Have Ershin head butt the cabinet next to the door to collect the palace key, then follow the same catwalk you used to reach this room to go south to a locked palace gate. Use the key to open the gate, then head down the staircase to a lower level.

Floor 4



A. Magic Shards - 5
B. Icicle - 2
C. Hunting Cap
D. Vitamins
E. Worm Dice
F. Dragon Helm

This center of this massive chamber holds a series of interlocking wooden planks, set together with stout poles. Walk along the perimeter of the chamber, cutting east onto the wooden planks when given the chance. Move to the room's center and turn north to reach a far landing. Head to the northeast corner of the room to find a doorway that exits this chamber.

MISSION TIP

Conserve your AP when defeating the random monsters. You need all of your strength for the challenges deeper within the palace.

Enemy - Kolpum

HP: 3,800
AP: 110
Power: 220
Defense: 100
Agility: 95
Wisdom: 58
Exp: 2,000
Zenny: 450

Special: Double Blow, Flame Strike, Wind Strike, Frost Strike, Searing Sand, Holy Strike

Kolpums are tough, have a high HP, and do up to 550 damage in a single strike! These agile creatures also have a high chance of counterattack when struck. What's worse, when you use an elemental or holy attack against them, the Kolpum absorbs the power and can turn that element back at you that same turn.

Nail these powerful warriors with blows from your best fighters, preferably Cray, Ryu, and Scias. Avoid elemental attacks unless they are sure to be a killing blow. Any elemental attack that doesn't destroy a Kolpum only makes it stronger.

You can learn all the Kolpum's special attacks.

Enemy - Chingol

HP: 4,000
AP: 86
Power: 215
Defense: 100
Agility: 16
Wisdom: 8
Exp: 2,300
Zenny: 380

Special: Shadowwalk, Speed

Chingol are similar to Kolpum, except they can't absorb elemental magics. Chingols deal out direct physical damage to devastating effect. Be especially wary of their powerful Shadowwalk special ability. A Chingol can kill a weaker character, such as Nina or Ursula, in a single strike.

Enemy - StarGazr

HP: 5,500
AP: 30
Power: 190
Defense: 85
Agility: 75
Wisdom: 200
Exp: 2,200
Zenny: 800

Special: Concentrate, Recall, Chakra

Eliminate StarGazrs before other enemies. Their devastating Recall ability does tremendous amounts of wind damage to your entire combat ranks. If StarGazrs implement Concentrate before casting Recall, the effects of the wind spell are even more deadly.

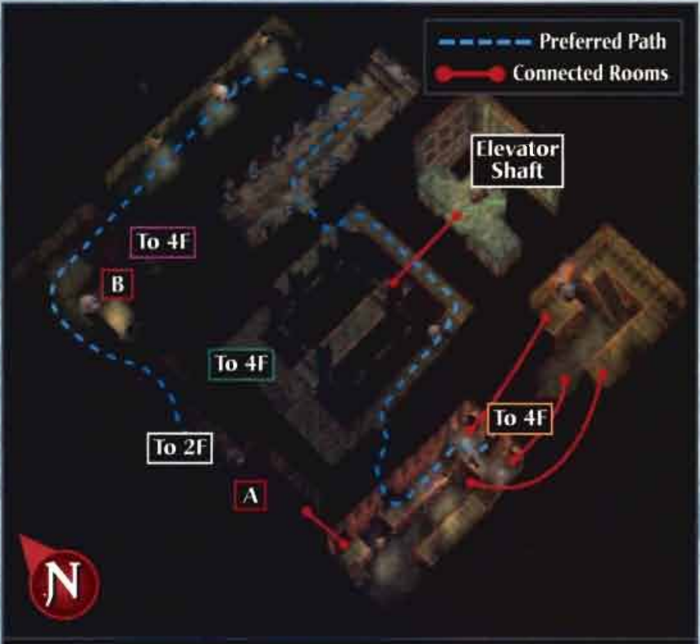
Hammer StarGazrs with a combination of direct physical assault and directed spells such as Oracle or Clip. StarGazrs often appear with Kolpum, who can absorb the power of area-effect elemental attacks. Although StarGazrs cause terrible injury, they aren't too good at taking it. Hammer them for a turn or two to finish them off.

You enter an elongated room with a pit running through the center. Move to the west, passing through another doorway, and continue until you enter a long hall leading south. Follow this passage all the way to its end, passing a staircase. You find a doorway on the southernmost end of this long corridor. Now head east, hopping across another open pit when your progress is impeded. Go to the end of the room to find a staircase leading to Floor 3.

MISSION TIP

Before heading down the staircase, continue east into a storeroom. This room is full of useful items including Vitamins, a pair of Icicles, and a Hunting Cap. Through a second doorway in the storeroom, go back to the main chamber of the fourth floor. Here you find a chest with five Magic Shards.

Floor 3



A. Earth Ward
B. Firecracker - 3

This new chamber is filled with doorways and staircases, leading both up and down. To continue on the direct route, take the northwestern staircase leading down to reach a small landing. A doorway on the north wall grants you access to the main chamber of Floor 3. Move along the catwalk as it winds east and north, following the perimeter of the main chamber. Finally, enter a doorway you find on the north wall.

New Encounters

Enemy - Shade

HP: 999 **Agility: 110**
AP: 45 **Wisdom: 250**
Power: 180 **Exp: 450**
Defense: 90 **Zenny: 20**

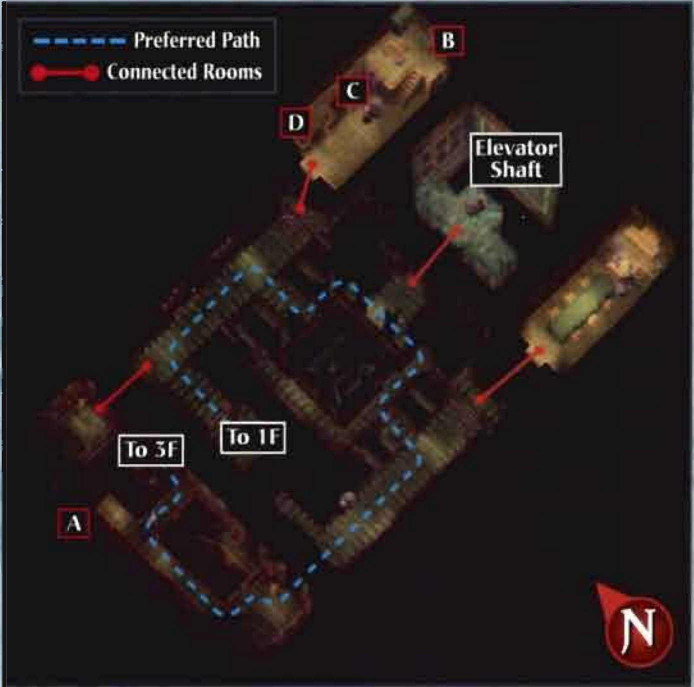
Special: SwordBreaker, Snap, Molasses, Confuse

Shades possess an impressive array of special abilities for such little creatures. However, their extreme vulnerability to both ranged and wind attacks means Shades rarely use them.

Nail these demon bats first with Ursula's Mortar—anything she hits, she destroys. Follow that up with Ershin's rocket punches. Finally, have Nina clean up with a simple Cyclone.

This next room is lined with long rows of incense burners and tall pillars. Head east through the corridor until you find a doorway in the north wall. Now enter another long corridor; this one switchbacking to the west. Follow the corridor and adjoining chambers as they meander west and then south. Continue south until you run into the staircase leading down to Floor 2.

Floor 2



A. Fire Ward
B. Taser
C. Water Ward
D. Multivitamin - 2

This level of the palace is ornately decorated. Make your way south along a series of raised walkways. You come to jet-black double doors set into the east wall. Pass through them to reach the main chamber of the second floor.

MISSION TIP

Before crossing the main chamber of Floor 2, find a door along the west wall that grants you access to a different portion of the room you just left. Follow the staircase down to ground level, and cut under a raised walkway to find a chest tucked in the corner. This chest contains a Fire Ward.

New Encounters

Enemy - Orochi

HP: 3,500	**Agility: 50**
AP: 480	**Wisdom: 300**
Power: 160	**Exp: 2,500**
Defense: 120	**Zenny: 380**

Special: None, until powered up.

Orochi can be difficult if you approach them wrong. These fearsome demons power up after they are first attacked, bringing to bear their full force the following turn. In this more powerful form, an Orochi is resistant to virtually all attack forms and heals a staggering 3,000 points of damage every turn. Worse, it can inflict up to 1,500 points of damage in a single bite!

Instead of engaging an Orochi, spend the first turn using abilities such as Focus, Concentrate, and Shield. When you have fully prepared yourself, unleash your upgraded abilities and use Oracle to defeat this powerful enemy within a single turn.

Enemy - Horseman

HP: 6,000	**Agility: 100**
AP: 300	**Wisdom: 20**
Power: 230	**Exp: 3,500**
Defense: 110	**Zenny: 400**

Special: Triple Blow, Death, Inferno

Shade 2
Horseman 1

Horsemen are deadly opponents. Their very first turn, they often cast their most lethal special ability: Death. They follow up this devastating attack with either Triple Blow or Inferno, both equally dangerous. Worse, the longer you combat these vicious warriors, the stronger their magic becomes. Finally, they can heal more than 1,600 points of damage per turn!

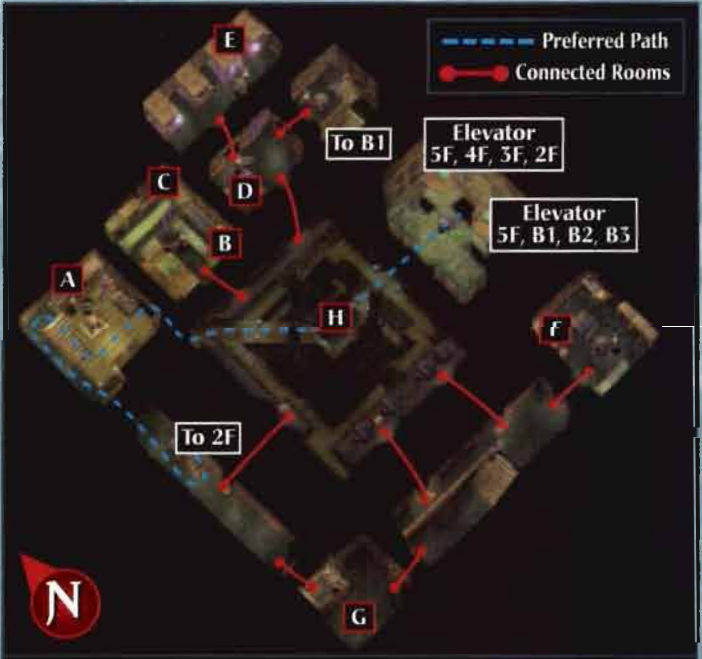
Spend your first turn upgrading your abilities, using Focus and Concentrate. The following turn, hammer the Horseman with Oracle, followed up by attacks from your most potent fighters.

Once you have reached the main chamber of Floor 2, head east along the raised wooded walkways. When you arrive at a split in the path, take the northern path. Continue north as you follow a long row of columns around the chamber. When you reach the far side of the room, cut to the west, then turn south just before you exit the chamber. Descend the nearby staircase to reach the heart of the upper palace.

MISSION TIP

Before leaving this floor, go to the northeastern corner of the main chamber. A doorway leads to an enormous library. Pilfer this library for useful items including a Taser, a Water Ward, and a pair of MultiVitamins.

Floor 1



A. Burglar Gard
B. Protien - 2
C. Power Food - 2
D. Save Point
E. Lgt. Clothing
F. Belladonna - 4
G. Dragon Armor
H. Dragonne, Blue Charm

Immediately head north, ignoring the door at the base of the steps. You pass into a large tailoring room, with bolts of cloth hanging in long rows. Pilfer what you can from this chamber, including a set of Burglar Garb, and go through a door in the east wall.

New Encounters

The first floor of the Imperial Palace is just crawling with Goos: Mage Goos, Flue Goos, even BlackGoos. And presiding over them all is the powerful Goo King.

GOOS

Enemy - Goo King

HP: 15,000	**Agility:** 200		
AP: 200	**Wisdom:** 100		
Power: 200	**Exp:** 3,000		
Defense: 115	**Zenny:** 1,000		

Special: Firewind, Jolt, Storm, Eruption, Gigaflare, Thunderstorm, Ragnarok, Giant Growth

Enemy - GooNurse

HP: 1,200	**Agility:** 135
AP: 200	**Wisdom:** 200
Power: 200	**Exp:** 400
Defense: 90	**Zenny:** 250

Special: Vitalize

Enemy - Baby Goo

HP: 2,800	**Agility:** 70
AP: 50	**Wisdom:** 999
Power: 195	**Exp:** 1,700
Defense: 110	**Zenny:** 300

Special: Burn, Timed Blow

Goo King 1
GooNurse 1
Baby Goo 1

The two lesser Goos are barely worth your concern, but the Goo monarch can cause some ***serious*** *damage. At 15,000 HP, the Goo King can take as much as he dishes out.*

Hammer the sovereign with your best combo attacks. Have Nina Concentrate for a turn, then nail the Goo King with Oracle. Often, seeing Nina focus her mind is enough to scare the Goo King away. As for Baby and GooNurse, a swift strike with a Cudgel or Sword reduces them to a puddle in nothing flat.

This is the central chamber of the first floor of the Imperial Palace. Make sure every member of your party is at full health. Consider giving Ryu and Nina Wisdom Seeds, Wisdom Fruit, or any fish that replenish AP. These two characters are vital for the coming challenge. When all preparations have been made, head east toward the gazebo in the chamber's center. It's time to wake a sleeping dragon.

Enemy - Dragonne

HP: 30,000	**Agility:** 105
AP: 1,000	**Wisdom:** 100
Power: 250	**Exp:** 60,000
Defense: 140	**Zenny:** 3,000

Special: Wither, Ebonfire, Mjollnir, Sleep, Howling

With more than 30,000 HP, the ability to heal more than 15,000 points of damage in a single turn, and a potent array of deadly special abilities, the Dragonne is truly a lethal adversary.

The key to defeating this winged terror is to disable its healing ability. Hammer it with Rainstorm from Ryu, followed by Typhoon from Nina. Wind and holy attacks damage the Dragonne's healing mechanism. Continue with holy and wind attack forms to completely destroy the Dragonne's regeneration ability.

Once the playing field is leveled, transform Ryu into his Weyr Dragon form, once again bringing the potent Hwajeh ability to bear. Hammer the Dragonne with a long series of fire- and wind-based attacks, always leaving Ryu's Hwajeh strike for the very last. Fireblast, Inferno, and Gigaflare combos should hit the Dragonne virtually every turn.

Use Vitamins to heal every member of your party simultaneously, and Shield to protect those in the combat rank from the devastating effects of the Dragonne's special abilities. Be warned–the Dragonne uses its most deadly attacks when it is injured. Don't pull any punches–you can rest after the battle.

MISSION TIP

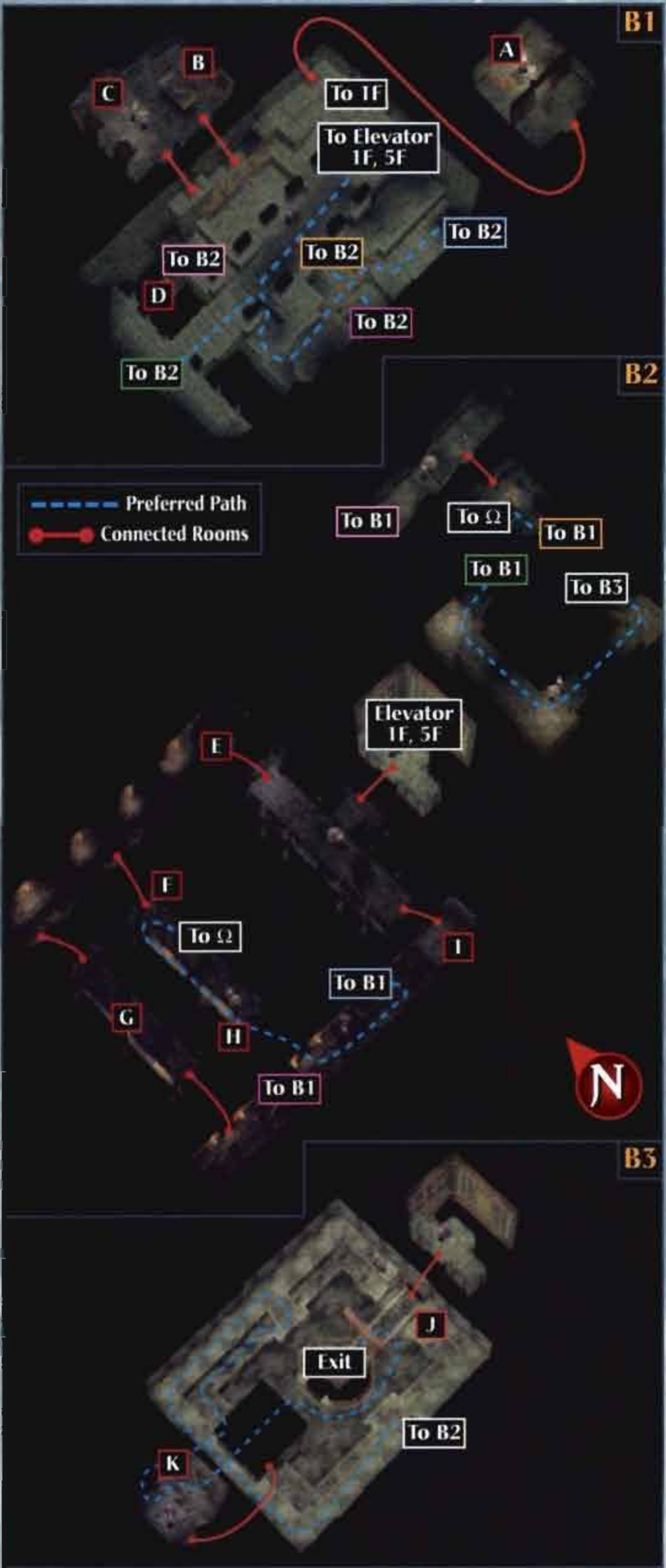
Through the doorway in the northeast corner of the main chamber is a diary where you can rest and save. Do so to replenish your strength for the final push to meet Fou-Lu.

The Dragonne leaves behind the Blue Charm. This charm can be difficult to see, so rotate the view until you can find and retrieve it. Once you have the charm in hand, head east to the elevator shaft that runs up through the entire palace. You find a pair of cars ready to take you wherever you want. Hop aboard the southernmost car and ride it down to the first basement level.

MISSION TIP

You can also use the lift to return to the fifth floor of the Imperial Palace. With the Blue Charm in hand, you can now open the sealed door near the night watch room. Beyond the sealed door is Defender Armor for Ershin, and a Dragon Helm for Ryu.

Basement Levels



A. Dragon Blade
B. Aurum - 2
C. Ascension
D. Shaman's Ring
E. Door is Yellow Warded
F. Aurum - 3
G. Yellow Charm
H. Mist Armor
I. Ammonia - 5
J. Life Shard - 5
K. Red Charm

Stairs descend westward. Head down to a landing to the south, at the base of the lowest set of stairs. Wind south and east to a large wooden pole spanning two landings.

This pole is attached to machinery that appears to raise or lower it at the flip of the switch. The switch that activates the mechanism is visible to the immediate north as you cross the pole. Continue eastward until you reach a staircase descending into the next basement level.

New Encounters

Enemy - Gecko

HP: 4,500
AP: 120
Power: 230
Defense: 120
Agility: 110
Wisdom: 300
Exp: 3,800
Zenny: 20

Special: Feint, Shield, Cleave, Triple Blow, Vitalize

Geckos get harder to beat as time passes, primarily because of their frequent early use of Shield. It makes them both harder to hit and more resistant to damage.

Ranged fire is ineffective. Concentrate more on direct physical assault. Oracle and Clip are also useful. Geckos spend the first few turns using Shield and healing damage.

Enemy - Quisit

HP: 700
AP: 160
Power: 230
Defense: 120
Agility: 100
Wisdom: 250
Exp: 1,200
Zenny: 90

Special: Gloom, Syphon, Confuse

Nail Quisits with Typhoon, Simoon, or other wind-based area-effect attacks. Direct attack is much less useful because you can barely hit these agile creatures.

Enemy - Beihl

HP: 5,000
AP: 130
Power: 230
Defense: 130
Agility: 50
Wisdom: 3
Exp: 3,000
Zenny: 380

Special: Kyrie, Death, Blizzard

Beihl can kill your entire combat rank in a single turn. Although they rarely succeed with this area-effect Death attack, prepare for it nonetheless.

In the first combat round, have Nina begin Concentrating. Your party typically either takes significant damage from direct physical assault or lighter damage from Blizzard. When the next combat turn comes, hammer at the Beihl with an Oracle strike. Typically, only one shot of Nina's powerful Oracle ability fells this demon.

Enemy - Skullen

HP: 3,000
AP: 180
Power: 230
Defense: 105
Agility: 500
Wisdom: 70
Exp: 2,800
Zenny: 250

Special: Backlash, Counter, Magma Blast

Skullen are easy, once you know the trick. Nail them with high-powered strikes from your best warriors. Ranged attacks are also very effective. Ershin and Ursula together can eliminate one or two Skullen per turn.

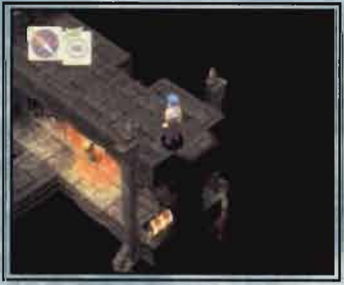
Enemy - FireWing

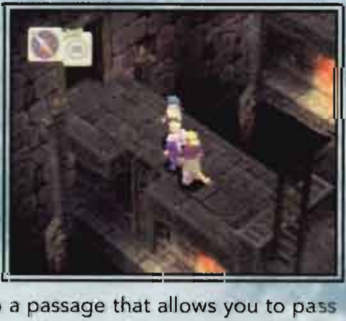
HP: 2,700
AP: 100
Power: 205
Defense: 110
Agility: 90
Wisdom: 1
Exp: 1,800
Zenny: 150

Special: Tempest

These large-beaked birds are especially susceptible to fire- and wind-based attacks. Simoon injures them severely, while Gigaflare destroys them.

Once you reach the stale confines of Basement Level 2, turn west, following the corridor until you come to a doorway set in the north wall. Pass through it to discover a series of two-tiered stone walkways. Climb down the ladder on the east side of the walkways to access the lower of the two tiers.





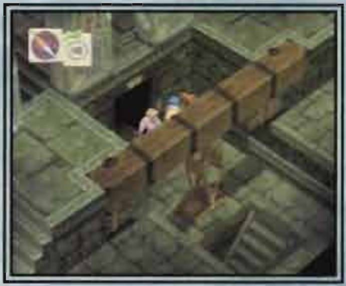
Now head north until you come to a passage that allows you to pass to the west side of the walkway. Do so, then continue north until you find another ladder, this one leading to the upper tier. Once you're back on the upper tier, look to the south to find a ladder leading back up to the first level of the palace basement.

MISSION TIP

You may need to change perspectives as you traverse the stone walkways. The passages that lead from one side to the other are especially difficult to see until you change views.

MISSION TIP

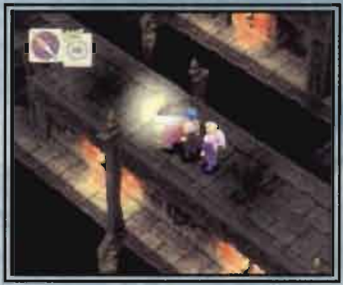
Investigate the northern end of the lower tier to find a chest containing a triple dose of Aurum.



You rise into a chamber with doorways on the north and south sides. Go south to find the switch that controls the wooden pole you walked across earlier. Activate the switch to raise the pole, then walk beneath it and descend a set of stairs to the south. This takes you back to Basement Level 2.

MISSION TIP

When you surface in the chamber with doorways on the north and south sides, try the northern door instead. Follow the corridor to the west until you come to a chest. Inside is the wondrous Shaman's Ring. It reduces the AP cost of your spells by 25 percent. Equip Nina with it immediately.

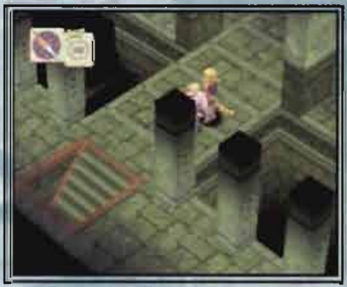


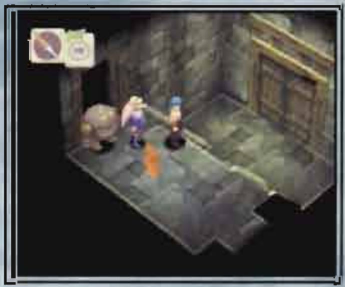
Head through the only doorway available to emerge on the second of the pair of stone walkways. This walkway also has two tiers. Make your way north until you come to the Yellow Charm, floating above the stone. Collect it and make your way back to the long staircase at the beginning of Basement Level 1.

NOTE: To return to the staircases, you have to lower the wooden pole into position after you walk back underneath it. Otherwise, you're trapped on a landing in the northeast corner of Level 1.

Continue north until you find a ladder leading to the lower tier of the stone walkway. From here, look for a hard-to-find passage that lets you cross to the east side of the stone walkway. Head south until you see a small stone bridge spanning the walkways. Cross to collect the powerful new Mist Armor.

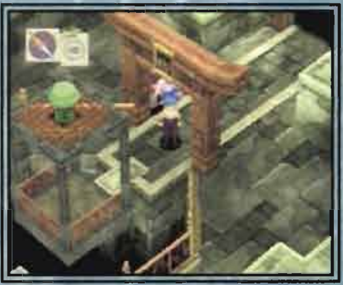
Once you have returned to the long staircases of Basement Level 1, descend to find a Yellow Ward. Use the Yellow Charm to pass through, then continue westward until you come a red-rimmed staircase. Climb down to reach the final basement level of the Imperial Palace.



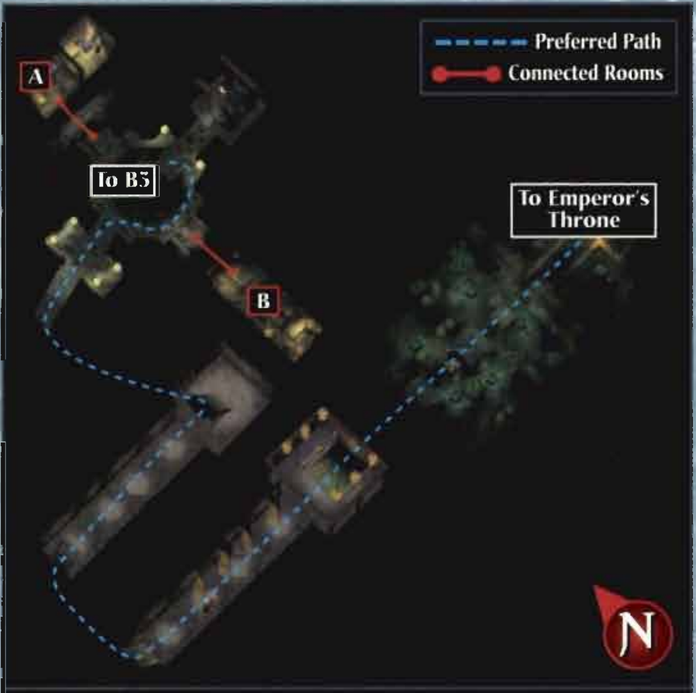


Go west from the staircase, following the perimeter of the chamber until you reach its northern side. Climb down the steps there, descending to a slightly lower level. Head west again until you reach a doorway. Pass through the portal to discover the Red Charm, floating in the middle of the room. Collect it, then exit the tiny room via a doorway to the east and return to the main chamber of Basement Level 3.

Your final destination is the elevator in the center of the room. Use the Red Charm to gain access to the warded elevator. Once the magic of the charm has cleared your path, pile into the elevator and descend into the heart of the inner palace.



Inner Palace



A. SuperVitamin - 3 **B. Wisdom Fruit - 3**

The elevator settles into the center of a circular stone walkway. Go east, descending a long flight of stairs. When you reach the base of the staircase, move west down a long corridor to find more stairs. Go down these as well, battling the occasional Titan as you go.

MISSION TIP

Before you head down the flight of stairs, look around a bit. To the north is a triple dose of SuperVitamin. To the south are three Wisdom Fruits in an abandoned storeroom.

New Encounters

Enemy - Titan

HP: 12,000
AP: 100
Power: 320
Defense: 120
Agility: 100
Wisdom: 50
Exp: 9,000
Zenny: 1,000

Special: Knock Out, Lightning, Jolt, SpiritBlast

Titan 1
Shade 1

Titans are more trouble than they are worth. Although you can defeat these behemoths, your party will be badly bloodied. Escape the combat scenario involving Titans.

However, if you are hell-bent on battling these goliaths, hammer them with potent combos. Gigaflare, Magma Blast and other top-tier attacks are all that seriously affect a Titan. Avoid high-hit, low-damage combos such as Tiger Fist or Faerie Bomb. Go for knockout punches, pounding a Titan relentlessly with the best blows Cray, Scias, and Ryu can dish out.

Titans can inflict up to 1,400 points of damage in a single blow. Keep your weakened characters in the rear ranks until they have a chance to heal. Titans tend to hammer the same weakened opponent relentlessly until he or she falls.

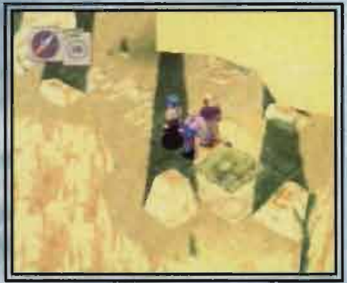
Titans also possess a potent array of special abilities, the most deadly of which is SpiritBlast. It inflicts a minimum of 800 HP's worth of damage with almost every use.

When you finally reach the bottom of the second set of stairs, head east, moving up an incredibly long hallway. Eventually you reach another set of stairs. Descend these too. Finally, after all those steps, you arrive at the inner garden of the Imperial Palace.

The garden is a beautiful, quiet place of gentle ponds and small wooden bridges. After quickly collecting any treasures, head east through the main gates of the Emperor's Throne Room.

Within the Throne Room, Fou-Lu lays waste to every member of the party but Ryu. In an instant, the young dragon stands alone against the might of the emperor god. When you have regained control of Ryu, approach Fou-Lu's throne. After a short but pointed conversation, Fou-Lu vanishes, telling Ryu to "meet him where this all began."

After a few moments, the remaining members of the party regain consciousness and join Ryu beside the dais. Gather your strength, and go behind the throne to find a secret passage. The passage leads to a huge room containing one final mystic lift. Hop onboard the cube that hovers within the room and allow it to transport you to a mountaintop overlooking the palace.



MISSION TIP

Get the following items before attempting to battle Fou-Lu:

5 Moon Tears
5 Vitamins
1 Ambrosia
6 Angelfish

MISSION TIP

Most of these items may be purchased in the Faerie Village, and many are scattered through the Imperial Palace. Although you can defeat Fou-Lu without these items, it will be ***extremely*** *difficult.*

Head up the hill to where the emperor god awaits. After a brief discussion with Ryu, two halves of the same god battle each other over the destiny of a world.

Enemy - FireWing

HP: Invincible
AP: 1,000
Power: 250
Defense: 225
Agility: 1
Wisdom: 125
Exp: 0
Zenny: 0

Special: Whiteout

The first time you battle him, Fou-Lu is absolutely invincible. Consider this a stretching exercise. You need to assume any dragon form to properly combat Fou-Lu. Choose the Aural Dragon because it costs the least AP to assume and maintain. Hit Fou-Lu with everything you have. After about five rounds of combat, Fou-Lu hammers Ryu with the Whiteout ability, shattering his dragon form and ending the battle.

After the starter battle, Fou-Lu once again tries to convince Ryu of the folly of mankind. Sharing his thoughts, Fou-Lu shows Ryu the endless suffering and utter futility of mortals. You are given several chances to either agree or disagree with Fou-Lu—it really doesn't matter which. The dialogue continues just the same. At the end of the conversation, you are given a choice: to join Fou-Lu or stand against him.

Joining Fo-Lu

As Ryu agrees with Fou-Lu's view of the world and the Endless's place in it, a startling transformation takes place. With a cry of animal pain, Ryu is reabsorbed into the body of Fou-Lu—the two halves are now whole once again. Unfortunately for your former allies, the recombined god is less than happy with humanity. With a faint smile and grim resolve, Fou-Lu battles the remnants of your party.

BATTLING THE PARTY

This battle is pathetically simple. Even as powerful as each member of your former party has become, they fall like flies before the might of the Yorae Dragon. Hit the party with a single Soul Rend attack. This reduces every party member to a single HP. Now either use your Dark Wave against the bunch, or physically attack one by one. Either way, the battle is over in moments.

With the last hope of humanity lying defeated at the Yorae Dragon's feet, the godlike fusion of Fou-Lu and Ryu makes his way into a world he soon intends to end.

Fighting Fo-Lu

However, if Ryu chooses to fight for humanity and the fate of an entire world, he is in for quite a fight. Fou-Lu has finally lost patience with Ryu and decides that the best way to convince him of the folly of his ways is to cut his ties to humanity—one by one. From behind the emperor god comes the mighty Tyrant Dragon, a potent incarnation of Fou-Lu's power.

Enemy - TyrantDragon

HP: 60,000
AP: 100
Power: 350
Defense: 140
Agility: 120
Wisdom: 200
Element: Varies
Exp: 0
Zenny: 0

Special: Dark Wave, Malefication, Sanctuary, Patoh Pah, Pa Bing'ah, Ahryu P'ung

This is, without a doubt, the most challenging battle you have ever faced. The Tyrant Dragon leads with its potent Dark Wave attack—a breath weapon that can inflict tremendous damage, often sapping 80 percent of a character's HP. Malefication poisons your entire combat rank. Finally, the Tyrant Dragon can employ devastating physical attacks, often inflicting 1,400 points of damage.

Immediately transform Ryu into his most powerful dragon form—the Kaiser Dragon. The elemental aspect of the Tyrant Dragon shifts constantly. You need the flexibility of the Kaiser Dragon's fire, earth, and wind attacks. Hammer the Tyrant with elemental attacks from Ryu and a series of your very best combos from the rest of the party. Always let Ryu attack last. His powerful spells often gain strength from those that came before.

The most challenging portion of this battle is keeping your AP up while keeping the whole party alive. Use Moon Drops to heal the entire party when they have taken significant damage and feed Ryu Wisdom Fruit to allow him to maintain the expensive Kaiser Dragon form. Continue to rotate the party members as they take damage. When using Wisdom Fruit or a Moon Drop, as much as possible, allow Ursula to be the one to administer them. There is a good chance that she will receive a replacement of the item she just used.

Keep your players fresh, battle intelligently, and victory will eventually be yours.

Once you have defeated Fou-Lu's Tyrant Dragon, he has another surprise for you—an even more potent Astral Dragon that is just looking for some fresh meat!

Enemy - Astral Dragon

HP: 60,000
AP: 1,000
Power: 300
Defense: 140
Agility: 115
Wisdom: 60
Exp: 0
Zenny: 0

Special: Soul Rend, Power Flux, Sanctuary, Earthbreaker, Catastrophe, Malefication

This incarnation of Fou-Lu is absolutely devastating. With Soul Rend, every character in your combat rank is reduced to 1 HP—including Ryu. The Astral Dragon's direct attacks can cause a whopping 1,450 points per strike, obliterating most any character in a single blow. Only the hardiest could even survive such an attack.

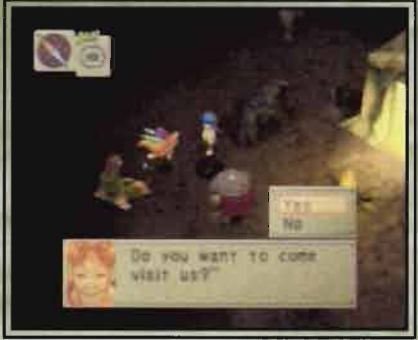
Immediately transform Ryu into his Kaiser Dragon form again. If necessary, pop some Wisdom Fruits before assuming the Kaiser Dragon. You need its powerful magics to do any serious harm to Fou-Lu. Because you have so many dragon forms, don't worry so much about HP as you do AP. If a dragon loses too much HP, Ryu just changes into his human form. Simply have Ryu assume another form instead.

Lean toward those dragon forms, such as Myrmidon and Weyr, with relatively low HP but high-powered attacks. With the Astral Dragon's Soul Rend attack, even the mighty Behemoth will be reduced to a single HP. Also, use the power of your fellow dragons, hammering the Astral Dragon with Rainstorm or Onslaught, while protecting your party with Holy Circle and Healing Wind.

With the rest of the party, try stringing together long sets of elemental attacks. Spare no expense—punish the Astral Dragon relentlessly. Your greatest challenge is keeping the individual party members alive. Have Ershin draw the Astral Dragon's fire with Stand Out. Then use an Angelfish to revive her and use the same play again. While Ershin is being used as a punching bag, you can inflict some serious damage on the Astral Dragon.

With Fou-Lu defeated, the pair join, this time with Ryu being the dominant mind. Although Fou-Lu has been subjugated, his spirit lives on in Ryu. With the total power of the Yorae Dragon, Ryu sets off to complete the great changes he was destined to make.

Faerie Colony


"Do you want to come visit us?"

After Scenario 4, The Broken Sword, you can help the faeries build their village. Go to the colony by speaking to the faerie outside your tent in camp.

Speak to this faerie to be taken to their village.

Basics

Objective

Your objective is simple: build a fully functional village for the faeries. The path to that objective is a long one though, and it takes quite a bit of management ability and patience. You have to oversee every aspect of the village, from telling the faeries what jobs to do, to making sure that they never go hungry.

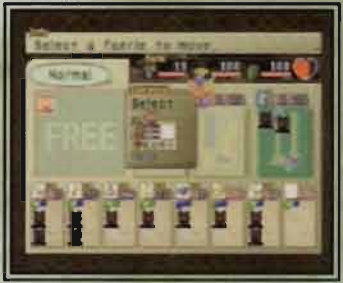
The cliché, "Rome wasn't built in a day," definitely applies here. It takes a long time to create a thriving town for your tiny winged friends.

Births

You will need plenty of inhabitants to run the village. One faerie is born for every 10 battles you fight. That faerie is only born if the food supplies are more than four times the current number of faeries, so make sure you are always fully stocked with food!

It's a birth notice

Births are displayed on the notice board.


Select a faerie to move.

Newborn faeries are not automatically given jobs, so make sure to assign them some.

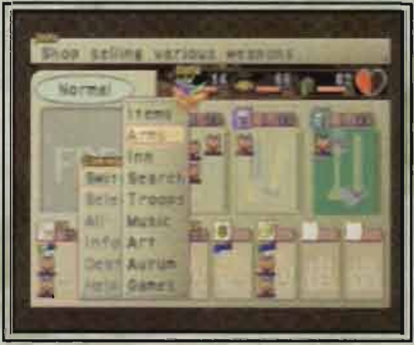
Growth and Culture

The village goes through many stages of growth. While the most obvious forms of growth are buildings and more faeries, arguably the most important and subtle aspect of growing is culture.

Culture refers to many things about the village, and it impacts what jobs are available, what is sold in stores, and what statistic strengths newborn faeries have. Your current culture level is displayed as the top right icon at the top of the management screen.

Begin to raise culture by developing your land. You need the land to build houses on, then you can make businesses out of those houses.

To gain new jobs, you must constantly raise the culture of the village. Refer to the list to see what the different amounts of culture can give you.


Shop selling various weapons

Without high culture, not many jobs are open to you.

Culture Levels:

Culture Level 15: Item Shop
Culture Level 20: Inn
Culture Level 25: Weapon Shop
Culture Level 30: Item Search
Culture Level 40: Troops
Culture Level 50: Music
Culture Level 60: Art
Culture Level 70: Aurum Trading
Culture Level 80: Games
Culture Level 90: Bonds

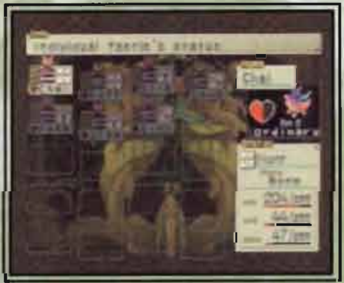
The village starts off small and, while it never gets truly big, the development is significant by the time you are done.

Faerie Statistics

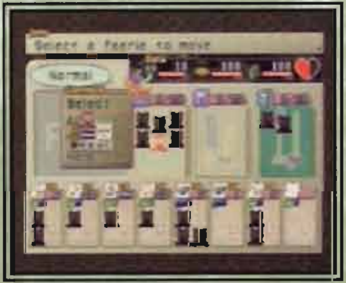
Each faerie is unique and suited to a particular job. Pay attention to their statistics and natural dispositions. The strongest faeries should do the physical labor, the smartest should do tasks that help learning and culture, and the artistic faeries should have the artistic jobs.

The three main statistics are HP (Hit Points), intelligence, and artistic sense. Hit Points denote the physical ability of the faerie. It makes the faerie more adept at physical labor, such as hunting, farming, searching for items, and the like. Intelligence is the most important statistic for faeries who serve in docile roles, such as shop owners. Assign faeries with a high artistic sense to jobs such as art and music to raise culture levels.

The fourth statistic has to do with attitude: ordinary, lazy, diligent, and odd. Each attitude affects how hard the faerie works, as well as what the faerie in charge of a shop will offer.



Go into the Faerie Info screen to get an overview of all the faeries in the village and to check their attitudes.



This particular faerie has a lot of HP. Have such faeries do jobs that require a lot of strength.

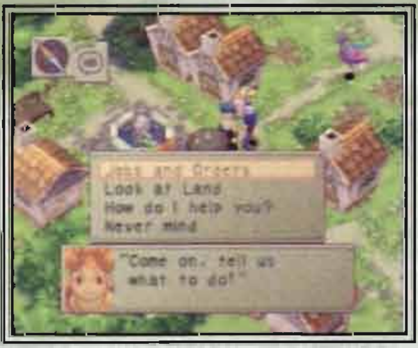
Assigning Jobs

The faeries don't know what to do without you, and you have to guide their every movement. Start by assigning faeries to hunt and plow. As the village grows, move the faeries to the jobs more suited to them.

Hunting, plowing, and growing food are all considered outdoor jobs, and there is no limit to the number of faeries you can assign to these tasks.

To assign other jobs, you must first have a house available. Choose the house and select the job you want the faeries inside to do. Any faeries inside the house automatically switch over to that profession. You can also assign new faeries to the house.

You can put up to three faeries in a particular house. If you want to have more faeries doing that particular job, assign a second house. However, the only jobs that benefit from more than three faeries are Item and Weapon Shops.



Look at Land
How do I help you?
Never mind

"Come on, tell us what to do!"

Be sure to assign new jobs every time you visit. This is particularly important when the village is just starting out.

The Notice Board

Whenever you visit the village, take a look at the sign by the entrance. The notices inform you of new births, jobs, and anything else that happens in the village. Be sure to read them all!

It's simple graffiti

The first few times you look, the board is likely to be either empty or have only one notice on it.

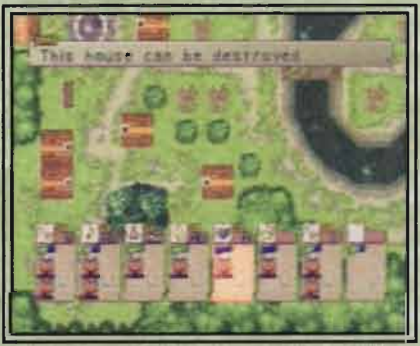
It's a job notice

Later though, as the village grows, the board will be full of messages.

Building

You can't have a village without land, and you have to build on that land so the villagers have a place to live. Clear land by assigning faeries to plow. Plowing clears the trees and brush to make building lots.

After you clear land, you need to choose to build a house on it. The same faeries that are plowing then move to building houses. Once they finish the house they go back to plowing. Building houses always takes precedence over clearing land.



This house can be destroyed

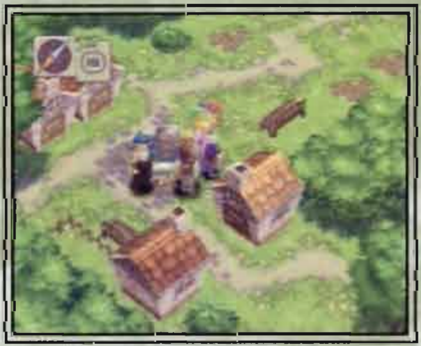
The land overview lets you look at the available housing and plots and choose a house to demolish if need be.

Houses

All jobs except hunting, plowing, and growing food require a house. To use a house, first assign a job to it in the command window, and then assign faeries to do that job. There is a limit of three faeries per house.

Even houses have statistics, which affect or simply represent the quality of work being done inside that house. You can see the basic utilization of the house by the length of the green bar on the command screen.

Houses also have a hidden statistic based on the number of houses around them. If the house has neighbors, any jobs being performed inside will be finished more quickly, particularly the sale of new items in shops.



Place your houses side-by-side for the utmost effect.

Jobs

Hunting

The hunting job is the most important to any village. Without enough faeries hunting for food they would starve and die! The food reserve also affects the chance of a faerie being born, as well as the faerie's attitude toward you.

Keep about one-third of the population hunting at all times. Assign the less able faeries to this task, saving the strongest and most intelligent for other jobs.

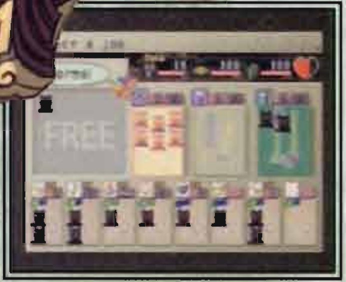
You can encounter hunting faeries in random maps and help them out in their hunting. Using either Ryu's sword or Ursula's gun, run around and attack the animals in the field. The quality of the meat differs depending on how fast you take down a wounded animal. You can encounter four types of animals.

Chance of Hunting Encounter

Faeries Hunting	Chance of Encounter
0	0 percent
1	8 percent
2	16 percent
3	24 percent
4	28 percent
5	32 percent
6	36 percent
7	40 percent
8	44 percent
9	48 percent
10 and Up	52 percent

Meats

Animal	Less than 8 seconds	8-12 seconds	12-16 seconds	More than 16 seconds
Boar	Roast	Ribs	Ribs	Ribs
Bird	Flank	Roast	Ribs	Ribs
Deer	Flank	Flank	Roast	Ribs
Bull	Loins	Loins	Flank	Ribs



Assigning one-third of your population to hunting is a must!

Ah, the joy of hunting. Perhaps it would be a bit easier with a gun of some sort...

Well, what do you know; it *is* easier with a gun!

Meats can be very potent healing items!

Plowing and Building

When you begin the village, you should set many faeries to plowing and building. After a certain point, however, there is no more land to be cleared or houses to be built.

A group of cleared lots

Growing Crops

After a while you can get crops (seeds) on the tree in the village. You can gain several types of seeds from the tree, all of which can greatly help you throughout the game. The effect of the seed lasts until you rest, so for those long dungeons they can't be beat.

Before you can grow anything, you must first assign some faeries to the task. Then, you need to apply fertilizer to help the crops grow. When the crop is ripe, use Ershin to knock the seeds from the tree.

A fully bloomed tree

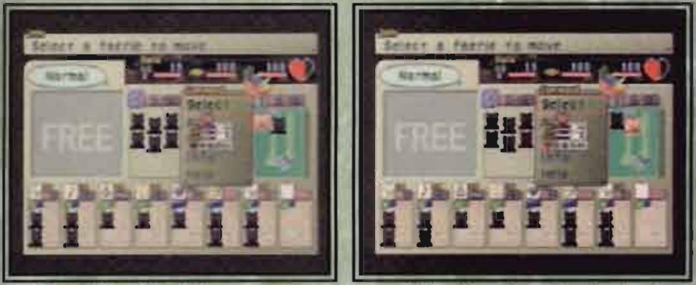
Harvest Time

The time it takes to grow the crops varies greatly depending on the type and intelligence of the faeries assigned to the job. If you want to get seeds fast, assign your smartest faeries to growing. It pays off, and besides, not many other tasks require intelligence.

Harvest Time

Combined Intelligence	Battles
1-50	16
51-100	14
101-200	12
201-300	10
301 and Higher	8

NOTE *For every diligent faerie, subtract two battles. For every lazy faerie, add two battles.*



165 + 114 = 279, which means a harvest time of 10 battles. One of the faeries is diligent however, so that makes it only eight battles!

Fertilizers

The fertilizers used impact the type and number of seeds. The four primary types of fertilizer are any fish, Bird Drop, ScorchedRice, and Rotten Meat.

All fish have a different number of "Fertilizer Points." Bird Drops, ScorchedRice, and Rotten Meats each equal one Fertilizer Point, but each has a unique effect that can make the crop far more powerful.

Fish Fertilizer Points

Points	Fish	Points	Fish
1	Jellyfish	10	RainbowTrout
1	Man-o'-War	11	Bullcat
2	Piranha	11	Sea Bream
2	Blue Gill	12	Octopus
3	Bass	16	MartianSquid
3	Flying Fish	17	Tuna
4	Blowfish	19	Black Porgy
4	Sweetfish	20	Dorado
5	Browntail	25	Salmon
5	Moorfish	27	Angler
6	Black Bass	32	Barandy
6	Sea Bass	38	Spearfish
7	Angelfish	47	Sturgeon
8	Trout	64	Acheron
9	Flatfish	64	Whale

To determine how many seeds you get, total the number of Fertilizer Points you have used. The maximum number of seeds you can get in a single harvest is eight.

Number of Seeds Harvested

Fertilizer Points	Seeds Harvested
0–7	0
8–15	1
16–23	2
24–31	3
32–39	4
40–47	5
48–56	6
57–63	7
64 and Higher	8

Seed Types

There are four types of seeds. Which type you get depends on the fertilizer you use. Each seed raises your statistics or abilities in some way.

Elemental Seeds: The most common type of seed, these raise your resistance to the various elements.

Elemental Seeds

Seed	Effect
Earth Seed	Earth resistance +2
Fire Seed	Fire resistance +2
Holy Seed	Healing magic strength +1
Phoenix Seed	Death resistance +2
Spirit Seed	Mind resistance +2
Vigor Seed	Status change resistance +2
Water Seed	Water resistance +2
Wind Seed	Wind resistance +2

Fire spells do less damage when you have a Fire Seed.

Directional buttons: move characters.
Nina
Pwr
Def
Agl
Wis
Nijimo
Pleue

Only one Statistic Seed can be in effect at once.

Statistic Seeds: These seeds raise your four basic statistics.

Statistic Seeds

Seed	Effect
Hard Seed	Defense +10
Sage Seed	Wisdom +10
Speed Seed	Agility +10
Strength Seed	Power +10

Parameter Seeds: These raise your hidden statistics such as accuracy and the ability to dodge.

Parameter Seeds

Seed	Effect
Dodge Seed	Dodge +20 percent
Reflex Seed	Accuracy +15 percent
Sight Seed	Chance of learning +50 percent
Strike Seed	Chance of critical hit +10 percent
Target Seed	Chance of counterattack +20 percent

Directional buttons: move characters.
Ryu
Pwr
Def
Agl
Wis
Nijimo
Pleue
Slayer
Clothing
Nothing
962
18196

While nothing on this screen shows that a Parameter Seed is in effect, these seeds are extremely useful in tough combat situations.

Mixes: Rare mixes sometimes occur, raising numerous statistics or elemental resistances at once.

Mixes

Mix	Effect
Draught	- Power, Defense, Agility, and Wisdom +5
Draught +	- Power, Defense, Agility, and Wisdom +10
Dark Draught	- Chance of critical hit, learning, counterattacks, and accuracy +10 percent
Elixer	- All elemental resistance +1
Elixer +	- All elemental resistance +2
Wassail	- Mind and status change resistance +1
Wassail +	- Mind and status change resistance +3

Use Draught + on who?

Draught +
Vitamin

Mixes are powerful and can easily turn the tide of battle.

Getting the Seed You Want

Each type of fertilizer you use results in a different type of seed. The amount of that fertilizer will then affect which specific seed from within that type you will receive, as well as how many.

Elemental

- Angelfish
- Angler
- Barandy
- Bass
- Black Bass
- Black Porgy
- Blowfish
- Blue Gill
- Browntail
- Dorado
- Moorfish
- Piranha
- RainbowTrout
- Salmon
- Sea Bass
- Sea Bream
- Spearfish
- Sweetfish
- Trout
- Tuna
- Whale

Statistic

- Bullcat
- Flatfish
- Flying Fish
- Sturgeon

Parameter

- Acheron
- Jellyfish
- Man-o-War
- MartianSquid
- Octopus

Getting a mix is a bit trickier. You have to add Bird Drops, ScorchedRice, or Rotten Meat after you add the base fish ingredient. For every one of the extra items you add there is a 25 percent chance of it becoming a mix. No matter how many Fertilizer Points you have, you only get one mix at a time.

Once you know what type of seed you will get, you can figure out what it will take to get the exact seed you want of that type. First total up the Fertilizer Points you used, then divide by the total number of seeds for that type. What determines the seed you get is not how many times you can divide into the total points, but the remainder after doing so.

Statistic Seed

Seed	Remainder
Strength Seed	0
Hard Seed	1
Speed Seed	2
Sage Seed	3

Elemental Seed

Seed	Remainder
Fire Seed	0
Wind Seed	1
Water Seed	2
Earth Seed	3
Spirit Seed	4
Vigor Seed	5
Phoenix Seed	6
Holy Seed	7

Parameter Seed

Seed	Remainder
Strike Seed	0
Reflex Seed	1
Dodge Seed	2
Sight Seed	3
Target Seed	4

Say you wish to grow a Hard Seed. First you would determine what type of fertilizer to use; in this case let's use a Bullcat. To determine how many Bullcats are needed, you must calculate what will give a remainder of 1 (the value of the Hard Seed) when divided by 4 (the total number of Statistic Seeds). The Bullcat has 11 Fertilizer Points, and 11 divided by 4 is 2, with a remainder of 3. Using 2 Bullcats would give us 22 points, which divided by 4 is 5 with a remainder of 2. This still doesn't work. At 3 Bullcats we have 33 Fertilizer Points. Dividing 33 by 4 gives us 8, with a remainder of 1. Because the Hard Seed is gained when you have a remainder of 1, you need to use 3 Bullcats to get a Hard Seed, and because the total Fertilizer Points are between 32 and 39, you will get 4 seeds.

Determining Seeds

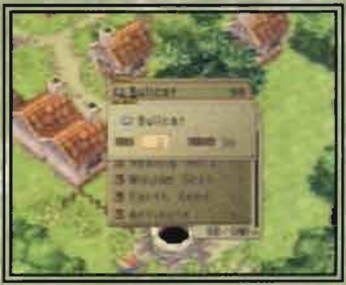
Fertilizer Points	Element Seed	Statistic Seed	Parameter Seed
1	Wind Seed	Hard Seed	Reflex Seed
2	Water Seed	Speed Seed	Dodge Seed
3	Earth Seed	Sage Seed	Sight Seed
4	Spirit Seed	Strength Seed	Target Seed
5	Vigor Seed	Hard Seed	Strike Seed
6	Phoenix Seed	Speed Seed	Reflex Seed
7	Holy Seed	Sage Seed	Dodge Seed
8	Fire Seed	Strength Seed	Sight Seed
9	Wind Seed	Hard Seed	Target Seed
10	Water Seed	Speed Seed	Strike Seed
11	Earth Seed	Sage Seed	Reflex Seed
12	Spirit Seed	Strength Seed	Dodge Seed
13	Vigor Seed	Hard Seed	Sight Seed
14	Phoenix Seed	Speed Seed	Target Seed
15	Holy Seed	Sage Seed	Strike Seed
16	Fire Seed	Strength Seed	Reflex Seed
17	Wind Seed	Hard Seed	Dodge Seed
18	Water Seed	Speed Seed	Sight Seed
19	Earth Seed	Sage Seed	Target Seed
20	Spirit Seed	Strength Seed	Strike Seed
21	Vigor Seed	Hard Seed	Reflex Seed
22	Phoenix Seed	Speed Seed	Dodge Seed
23	Holy Seed	Sage Seed	Sight Seed
24	Fire Seed	Strength Seed	Target Seed
25	Wind Seed	Hard Seed	Strike Seed
26	Water Seed	Speed Seed	Reflex Seed

Determining Seeds (cont'd)

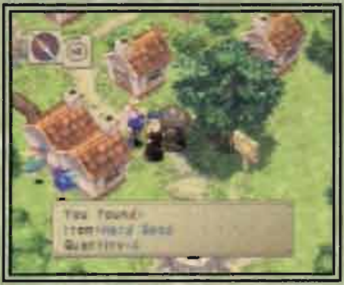
Fertilizer Points	Element Seed	Statistic Seed	Parameter Seed
27	Earth Seed	Sage Seed	Dodge Seed
28	Spirit Seed	Strength Seed	Sight Seed
29	Vigor Seed	Hard Seed	Target Seed
30	Phoenix Seed	Speed Seed	Strike Seed
31	Holy Seed	Sage Seed	Reflex Seed
32	Fire Seed	Strength Seed	Dodge Seed
33	Wind Seed	Hard Seed	Sight Seed
34	Water Seed	Speed Seed	Target Seed
35	Earth Seed	Sage Seed	Strike Seed
36	Spirit Seed	Strength Seed	Reflex Seed
37	Vigor Seed	Hard Seed	Dodge Seed
38	Phoenix Seed	Speed Seed	Sight Seed
39	Holy Seed	Sage Seed	Target Seed
40	Fire Seed	Strength Seed	Strike Seed
41	Wind Seed	Hard Seed	Reflex Seed
42	Water Seed	Speed Seed	Dodge Seed
43	Earth Seed	Sage Seed	Sight Seed
44	Spirit Seed	Strength Seed	Target Seed
45	Vigor Seed	Hard Seed	Strike Seed
46	Phoenix Seed	Speed Seed	Reflex Seed
47	Holy Seed	Sage Seed	Dodge Seed
48	Fire Seed	Strength Seed	Sight Seed
49	Wind Seed	Hard Seed	Target Seed
50	Water Seed	Speed Seed	Strike Seed
51	Earth Seed	Sage Seed	Reflex Seed
52	Spirit Seed	Strength Seed	Dodge Seed
53	Vigor Seed	Hard Seed	Sight Seed
54	Phoenix Seed	Speed Seed	Target Seed
55	Holy Seed	Sage Seed	Strike Seed
56	Fire Seed	Strength Seed	Reflex Seed
57	Wind Seed	Hard Seed	Dodge Seed
58	Water Seed	Speed Seed	Sight Seed
59	Earth Seed	Sage Seed	Target Seed
60	Spirit Seed	Strength Seed	Strike Seed
61	Vigor Seed	Hard Seed	Reflex Seed
62	Phoenix Seed	Speed Seed	Dodge Seed
63	Holy Seed	Sage Seed	Sight Seed
64	Fire Seed	Strength Seed	Target Seed
65	Wind Seed	Hard Seed	Strike Seed
66	Water Seed	Speed Seed	Reflex Seed
67	Earth Seed	Sage Seed	Dodge Seed
68	Spirit Seed	Strength Seed	Sight Seed
69	Vigor Seed	Hard Seed	Target Seed
70	Phoenix Seed	Speed Seed	Strike Seed
71	Holy Seed	Sage Seed	Reflex Seed
72	Fire Seed	Strength Seed	Dodge Seed
73	Wind Seed	Hard Seed	Sight Seed
74	Water Seed	Speed Seed	Target Seed
75	Earth Seed	Sage Seed	Strike Seed
76	Spirit Seed	Strength Seed	Reflex Seed
77	Vigor Seed	Hard Seed	Dodge Seed
78	Phoenix Seed	Speed Seed	Sight Seed
79	Holy Seed	Sage Seed	Target Seed
80	Fire Seed	Strength Seed	Strike Seed
81	Wind Seed	Hard Seed	Reflex Seed
82	Water Seed	Speed Seed	Dodge Seed
83	Earth Seed	Sage Seed	Sight Seed
84	Spirit Seed	Strength Seed	Target Seed
85	Vigor Seed	Hard Seed	Strike Seed
86	Phoenix Seed	Speed Seed	Reflex Seed
87	Holy Seed	Sage Seed	Dodge Seed
88	Fire Seed	Strength Seed	Sight Seed
89	Wind Seed	Hard Seed	Target Seed
90	Water Seed	Speed Seed	Strike Seed

Determining Seeds (cont'd)

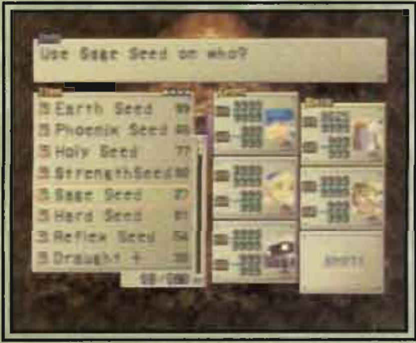
Fertilizer Points	Element Seed	Statistic Seed	Parameter Seed
91	Earth Seed	Sage Seed	Reflex Seed
92	Spirit Seed	Strength Seed	Dodge Seed
93	Vigor Seed	Hard Seed	Sight Seed
94	Phoenix Seed	Speed Seed	Target Seed
95	Holy Seed	Sage Seed	Strike Seed
96	Fire Seed	Strength Seed	Reflex Seed
97	Wind Seed	Hard Seed	Dodge Seed
98	Water Seed	Speed Seed	Sight Seed
99	Earth Seed	Sage Seed	Target Seed



Three Bullcats go in...



...and four Hard Seeds come out!



Use Sage Seed on who?

While it takes a long time to accumulate this many seeds, it can pay off.

Item Shop

One, Two, and Three Faeries

Item Shops in the Faerie Village are great places to get rare and powerful items early on in the game.

There are four types of Item Shops. Each corresponds with the four types of faeries: ordinary, lazy, diligent, and odd. If you want to get the best from all four types, you need to have a second Item Shop, because only three faeries can occupy a single house. Each faerie assigned to the house acts as a separate store.

Over time the shops go up levels and get new items to sell. Visit the village after you've fought some battles and the shops will likely have a new item or two.

Ordinary Faerie's Stock

Cost	Item
20 z	Healing Herb
12 z	Antidote
100 z	Panacea
250 z	Ammonia
100 z	Vitamin
800 z	Wisdom Seed
500 z	MultiVitamin
1,000 z	Vitamins

Diligent Faerie's Stock

Cost	Item
20 z	Healing Herb
12 z	Antidote
100 z	Panacea
250 z	Ammonia
250 z	Bamboo Rod
100 z	Vitamin
800 z	Wisdom Seed
500 z	MultiVitamin

Lazy Faerie's Stock

Cost	Item
2 z	Bird Drop
2 z	Rotten Meat
4 z	ScorchedRice
100 z	Knockout Gas
100 z	Flash Grenade
100 z	Poison Powder
100 z	Mouth Gag
120 z	Spoon

Odd Faerie's Stock

Cost	Item
100 z	Molotov
250 z	Electrode
500 z	Void Sphere
500 z	Dynamite
600 z	Icicle
800 z	Napalm
1,200 z	Taser
200 z	Belladonna

While the ordinary and diligent faeries have similar stock, the odd and lazy faeries have very different wares.

Weapon Shop

One, Two, and Three Faeries

Every village should have a Weapon Shop, if not two! This profession justifies having a second house assigned to it.

As with Item Shops, the shop's wares vary depending on the faerie's attitude. If you want to get the best from all four types, you need to have a second Weapon Shop because only three faeries can occupy a single house. Each faerie assigned to the house acts as a separate store.

The number of items a faerie has for sale depends on the level of the store. The maximum level is eight. As you fight battles the stores grow, as long as the culture level can handle it.

Ordinary Faerie's Stock

Cost	Weapon
130 z	Bamboo Stick
220 z	Glass Domino
3,000z	Taegum
2,500 z	Poison Ward
3,000 z	Dream Ring
3,000 z	UV Goggles
3,000 z	Balance Ring
7,700 z	Stunner

Diligent Faerie's Stock

Cost	Weapon
130 z	Bamboo Stick
220 z	Glass Domino
4,500 z	Speed Boots
5,000 z	Wisdom Ring
7,000 z	Sage's Frock
7,000 z	Winged Boots
6,000 z	Titan's Boots
4,200 z	Ice Blade

Lazy Faerie's Stock

Cost	Weapon
10 z	Pointed Stick
3,200 z	Short Skirt
6,000 z	Hawk's Ring
6,000 z	Artemis's Cap
4,900 z	Hidden Dagger
8,000 z	Hunting Cap
25,000 z	Harmonic Ring
40,000 z	Shaman's Ring

Odd Faerie's Stock

Cost	Weapon
2,000 z	ManlyClothes
300 z	Talisman
500 z	Aura Ring
500 z	Life Sandals
2,500 z	Fire Ward
2,500 z	Wind Ward
2,500 z	Water Ward
2,500 z	Earth Ward

It is up to you which store advances, though you might want to improve all of them once the village is at a significant level of growth.

Inn

One Faerie

The first faerie placed in an Inn just performs the basic Inn duties of giving you a place to stay. The Inn here is completely free though!

Rest
Diary
Never mind

"Want to rest?"

There's nothin' like a good night's sleep.

Two or Three Faeries

The second and third faeries placed in an Inn provide you with details about your game. The second faerie gives your statistics for monster encounters, number of times you've stayed at an Inn, how many times you've camped, and the total amount of Zenny you've earned. The third faerie tells you how many chests and dressers you've looked in, how many treasures you've found, and the number of times you've gone fishing.

Let's see... So far, you've encountered 207 monsters.

Wow, this faerie is psychic...or stalking you.

Searching

One, Two, and Three Faeries

Searching is one of the most lucrative jobs, as well as the most deadly. You can find many rare and unique items by searching, but your faeries could die in the process! Once you build your village past a point where it serves no other use, searching becomes much more practical. Each faerie placed in a building allocated to searching for items can go on a different search.

To search, choose the faerie to send, then select a region from the list. Each region has a different difficulty level. The difficulty of the region determines the possible items.

Search Times

Difficulty	Time
Level 1	8 Battles
Level 2	11 Battles
Level 3	14 Battles
Level 4	17 Battles
Level 5	20 Battles

"I did my best for you, Ryu!"

Ah, there is the faerie with my item!

Item Results

Difficulty 1:

Apple
Aurum
Belladonna
Berries
Chopsticks
ScorchedRice
Spoon
Toothpick

Difficulty 2:

Bent Screw
Burnt Plug
Diamond Ring
Dirty Filter
Glass Shard
Iron Scraps
Old Tire
Rusty Pipe

Difficulty 3:

Barrier Ring
Dancer
Fork
Ivory Dice
MultiVitamin
Platinum Top
Straw
Swisher

Difficulty 4:

Crab
Deep Diver
Fat Frog
Life Shard
Light Bangle
Magic Shard
Protein
SuperVitamin

Difficulty 5:

Dragon Scale
Fish Head
Ginseng
Moon Tears
Power Food
Spirit Ring
Swallow Eye
Wisdom Seed

"This time, I found a Chopsticks!"

Chopsticks...Well, that's rather disappointing.

"This time, I found a Light Bangle!"

Ah, a Light Bangle—now we're talkin'!

Death in the Field

Death is an unfortunate reality, even in virtual realities such as video games. Sending your faeries to search for items can result in a fatality or two. To play the odds to the best of your ability, refer to the charts provided here. To get an idea of the percentage chance of a faerie dying, just round the that faerie's HP to the closest number on the chart.

Determining Seeds

Difficulty	Faerie HP	Death Rate
1	50	10 percent
1	100	8 percent
1	150	6 percent
1	200	4 percent
1	250	2 percent
2	50	20 percent
2	100	16 percent
2	150	12 percent
2	200	8 percent
2	250	4 percent
3	50	30 percent
3	100	24 percent
3	150	18 percent
3	200	12 percent
3	250	6 percent
4	50	40 percent
4	100	32 percent
4	150	24 percent
4	200	16 percent
4	250	8 percent
5	50	50 percent
5	100	40 percent
5	150	30 percent
5	200	20 percent
5	250	10 percent

Death notices are few and far between, but they are saddening nonetheless.

It's a death notice
Death From Remo
Sino was lost on a search.

Troops

Faerie soldiers affect the damage level of the four Faerie Magics you can learn from the master Njomo. See the Faerie Magic section for more information.

Charge!

Music

One Faerie

All songs are available to you by the end of the game.

If you set faeries to the music job, you can listen to all the tracks from the game. You start off with only one song, but the number increases throughout the game.

After every fourth battle you get a new song, but the current chapter limits the number you can get. You only get some songs after clearing certain events, and you only get the ending theme after finishing the game.

Two Faeries

The second faerie assigned to the music job sings special songs just for you—really weird special songs. Don't try to understand—just sit back and enjoy!

The singing is interesting to say the least...Think they have professional training?

Three Faeries

The third faerie placed does nothing but talk to you.

Art

One Faerie

By assigning a house to art, you get special artwork of the characters and creatures found in the world.

After every fourth battle you get a new piece of art. The number for each chapter is limited though, so you can't get them all immediately. As this is a bonus and does not actually affect your game, don't concentrate on this until you finish the more important jobs.

This is the first piece of art you get. It sure is pretty to look at, isn't it?

Two or Three Faeries

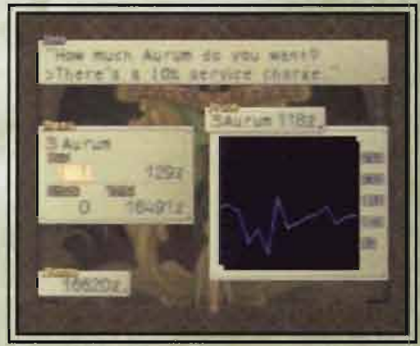
The second and third faeries placed into the art job just speak to you.

Aurum Trading

One Faerie

Aurum Trading is like playing a miniature version of the stock market. The price of Aurum goes up and down, allowing you to buy low and sell high for a tidy profit. It is also one of the few ready sources of this important item.

The market fluctuates with every fight you are in, changing at random. Check in every so often if you are looking to make some money. It takes some work, but the payoff can be great.



"How much Aurum do you want?
>There's a 10% service charge."

Buying Aurum is like buying stock. Play it right and make it big. Play it wrong and who knows how much you can lose.

Two Faeries

The second faerie makes predictions about the market. The faerie's chance of successfully predicting the market is based on intelligence.

Prediction Percentage

Intelligence	Chance of Being Right
25	18 percent
50	27 percent
75	35 percent
100	43 percent
125	52 percent
150	60 percent
175	68 percent
200	77 percent
225	85 percent
250	93 percent

Be sure to assign your smartest faerie to the role of predicting trends!

Three Faeries

If you are too lazy to grow your own seeds, you can buy them here!

A third faerie assigned to the Aurum Shop sells you seeds for eight pieces of Aurum. The seeds available are:

Available Seeds:

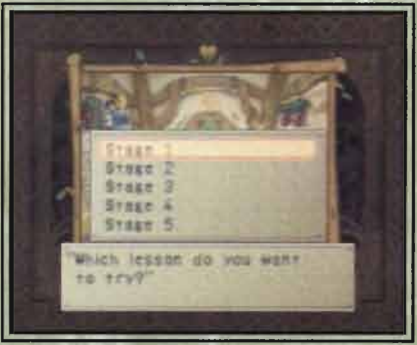
- Earth Seed
- Fire Seed
- Holy Seed
- Phoenix Seed
- Spirit Seed
- Vigor Seed
- Water Seed
- Wind Seed

Games

One Faerie

If you assign faeries to this job, you can play minigames to win prizes. The first game you get when you assign one faerie is Kecak. Kecak is a rhythm game that requires you to press ● and ▲ to the beat provided.

While the minigame is definitely quite fun on its own, what would a minigame be without useful prizes? In this case you can get three items. You can only get each item once, though. If you score more than 800 points you receive a Wisdom Seed. If you score more than 1,200 you receive a Soul Gem. If you score the maximum of 1,500 points you get a HarmonicRing.



Stage 1
Stage 2
Stage 3
Stage 4
Stage 5

"Which lesson do you want to try?"

Kecak can be extremely difficult. It takes a lot of practice before you stand a chance of getting the high score.

Pressing the buttons rapidly won't get you a win—it takes timing as well.

Prizes are hard to get in this game!

Two Faeries

The second faerie in a game house lets you change the names of your party members and the faeries. While this serves no true purpose, it's handy if you like to customize each character.

Changing names is fun and exciting for the whole family!

Three Faeries

A third faerie in the game house lets you play another minigame: Rock, Paper, Scissors. The idea is simple: rock beats scissors, scissors beats paper, and paper beats rock. In this variation of the game you play with cards, and you have two of each type. As such, a bit of strategy is involved.

Depending on the attitude of the faerie in charge of the game, his chance of drawing a particular card varies. Put an ordinary faerie in charge of the game, as they are the most predictable. An ordinary faerie has a 10/16 probability of playing rock, 4/16 of playing scissors, and 2/16 of playing paper on the first turn. In other words, always play paper the first turn! The exact numbers vary slightly with other types of faeries, but the general percentages still hold true. Lazy faeries will ignore the formula one-third of the time. If you beat the faerie two times in a row the formula will be reversed entirely. In this case, bring out scissors in the first turn.

After the first turn, it is a bit more varied because of the removal of certain cards from play. From that point on play the odds. If a faerie has one rock and one paper but two scissors, you should play a rock.

You receive points equal to the number of your remaining cards because, when you win, you keep both your own and your opponent's card. If you lose a game, you lose all your points. The items you can buy with the points are:

Minigame Items:

Item	Points
Soul Ring	30 points
10,000 z	15 points
Midas Stone	8 points
1,000 z	4 points
Dress Shoes	2 points
MultiVitamin	1 point

In addition to the normal game, you can also play a special random mode. While the percentages remain the same, the cards you have are randomly drawn.

Ack! Paper didn't work!

Random mode can either be very good, or very, very bad.

Bonds

One Faerie

You can buy insurance at the Bonds Office, which gives you a second chance during combat if you die. You can buy several types of insurance policies to take care of extenuating circumstances surrounding the battle.

Unfortunately, there is a catch to having insurance: you won't get all the Zenny from combat that you normally would. Each premium added onto a basic policy increases the amount of Zenny you lose.

If you have insurance, you can get a refund on the premium cost after winning 50 battles.

"If you've got insurance, you can come back when you're defeated in battle!"

If you have a difficult battle ahead, insurance might help.

Insurance Policies and Premiums

Type	Effect	Zenny Cost
Basic Policy	- When defeated in combat, you restart the battle and recover HP	8 percent
Health Policy	- Recieve one Vitamin per character	1 percent
Retreat Policy	- You recover and can flee from battle	2 percent
Medical Policy	- All AP will be restored	3 percent
Dragon Policy	- You can reuse Dragon magic	3 percent

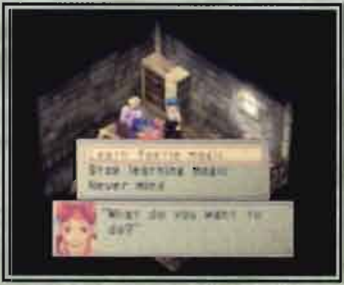
Two or Three Faeries

There's no advantage to assigning more than one faerie to this job.

Faerie Magic

After you raise the village to the point that you can assign faeries as troops, you may use special Faerie Magic in battle. To learn the Faerie Magic you must first pay a visit to the master Njomo. She teaches you up to four different spells, all of which are dependent on the number of faeries in the village.

Faerie Magic can be really strong, so the more faeries assigned to it, the better.



Njomo can teach you the powerful Faerie Magic!

Mwahahahahaha! Feel the power of the swarm!

Faerie Attack

Obtained: You get Faerie Attack once there are eight or more faeries in the Faerie Village.

Effect: Faeries come swooping down, dropping either small or large bombs onto your enemies. Damage is a set number based on the enemy's defense.

Details: The number of faeries that attack is the same number assigned to the troop job. The damage calculation for each faerie is the same, but which enemy they attack is randomly determined.

While they usually only drop small bombs that hit a single enemy, there is a chance a faerie will drop a large bomb, hitting all enemies and doing a lot more damage as well. At higher levels, the chance of a large bomb is actually greater than that of a small bomb! Refer to the following chart for full details.

Faerie Attack can be simply devastating.

Small vs. Large Bomb Chance

Job Level	Small Bomb	Large Bomb
1-9	15/16	1/16
10-19	14/16	2/16
20-29	13/16	3/16
30-39	12/16	4/16
40-49	10/16	6/16
50-59	8/16	8/16
60-69	6/16	10/16
70-99	4/16	12/16

Faerie Breath

Obtained: You get Faerie Breath once there are 12 or more faeries in the Faerie Village.

Effect: Restores HP to all party members and has a chance of curing status ailments.

Details: The amount you recover depends on how well the faeries like you—indicated by the heart icon—and the level of the faerie troops. The chance of having status ailments cured is also determined by the average of how well the faeries like you.

Powerful healing magic is always a must.

War Shout

Obtained: You get War Shout once there are 16 or more faeries in the Faerie Village.

Effect: Raises the power of the front row characters by a percentage based on the number of troops and musicians.

Details: To use the spell at all, you must first have at least one faerie musician—not just troops, as with other Faerie Magic.

The total number of faeries assigned to the troop job—and in this case the musician job as well—affects the strength of the spell. If you have a troop faerie and a musician faerie, then your power is raised by 5 percent. If there are three faeries your power is raised by 10 percent. With any number over four, the spell strength varies a lot more, and the level of the faeries also comes into play.

A particularly powerful orchestra

Faerie Charge

Obtained: You get Faerie Charge once there are 20 or more faeries in the Faerie Village.

Effect: Faeries circle your enemies and then all charge inward at once.

Details: This spell requires at least six faeries assigned to the troop job. The faeries randomly attack enemies, using the spell caster's accuracy. The primary influence on damage is the faerie's HP—which acts as their strength—and the level of the troops.

Because of the nature of the spell, give it to someone who has high accuracy.

Nut Mage 2
Cracker 2

Charge!

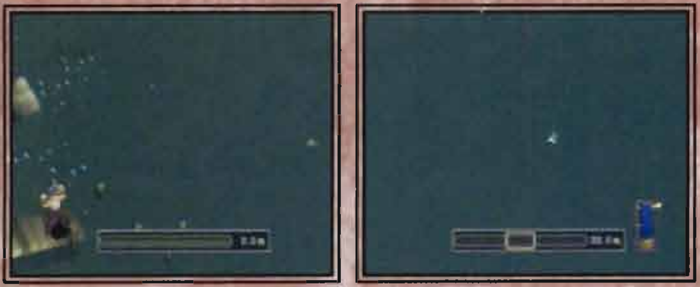
Fishing

Basics of Fishing

Rods

Rods are scattered throughout the world. Some are found in dungeons, while others can be bought in shops. Rods are the backbone of your fishing ability, and without the best you won't stand a chance against the likes of the fish found in the ocean depths.

Rods have several attributes. One is the obvious benefit of sheer strength. A more understated, but still vastly important attribute is range. You can't always use the strongest rods to catch fish, as they cannot always reach the fish that live in faraway areas.



The Angling Rod packs the most range, though its balance leaves much to be desired.

Lures

Use the top buttons to switch between different lures quickly.

Each lure has its own unique properties. For example, some sink while others float. Each lure type also entices each fish differently. Some fish may bite a particular lure whenever they can, while others won't touch it at all.

There are eight types of lures, with six of those types having three different levels, making a total of twenty lures.

Uses of Fish

You can catch many types of fish, each possessing unique properties. Most act as healing items when used, while others damage your opponents in combat. In general, the rarer the fish, or the later in the game it is available, the stronger its effect will be.

As an alternative to using them as items, fish are currency for the merchant Manillo at his many shops. They also serve as potent fertilizers for growing crops in the Faerie Village!

Cairn
Flying fish

Fish are often potent healing items.

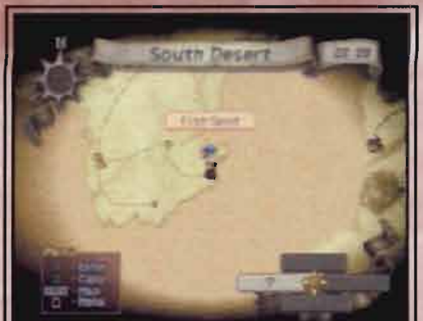
Technique

Your Technique, or "TEC," helps you attract fish more easily, and even catch them with lures that normally don't work. There are up to four levels of TEC you can use. To use TEC you must move the lure in tune to a particular rhythm. You can see a list of the rhythms needed for each TEC in the help screen.

Fishing Locations

River Spot 1

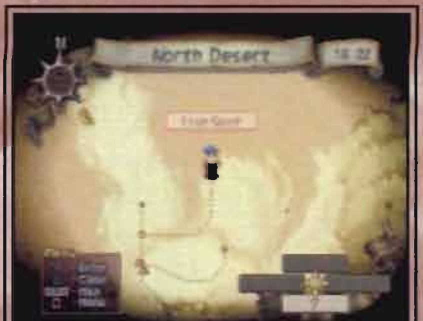
Location: On your way to Sarai you come across a "?" spot in the road. Enter the area, and you will be in a canyon. Leave via the side exit. This opens up a new path to the south of the "?" spot, taking you to the game's first fishing location.



Fish: Jellyfish, Sweetfish, Trout, RainbowTrout

Lake Spot 1

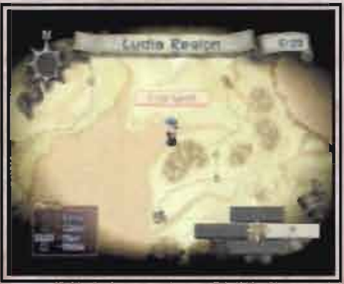
Location: On the road to the Sandflier Wharf north of Synesta you encounter a "?" spot. Go inside and then read the sign there. After you leave, a path to the east opens up.



Fish: Jellyfish, Piranha, Bass, Blue Gill, MartianSquid

Ocean Spot 1

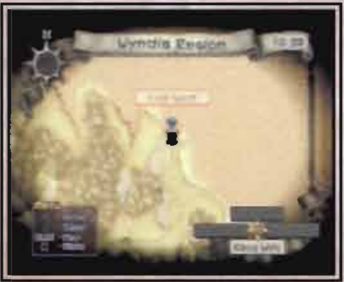
Location: At the beginning of Chapter 2, take the road to Shyde from Ludia. Along the way enter the "?" spots and find the sign. Look at it, then open up a western path to the fishing spot.



Fish: Man-o'-War, Flying Fish, Blowfish, Sea Bream

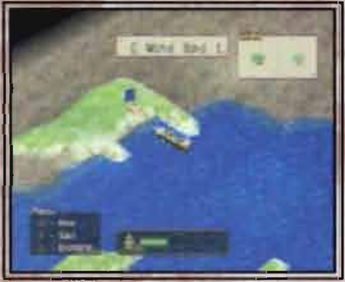
River Spot 2

Location: After you reach the Kasq Woods, just after visiting Wyndia for the first time, speak to the fisherman in the first screen of the woods. He tells you about a great fishing spot. Leave the woods and a path opens to the north.



Fish: Jellyfish, Trout, Browntail, RainbowTrout, Salmon

Ocean Spot 2

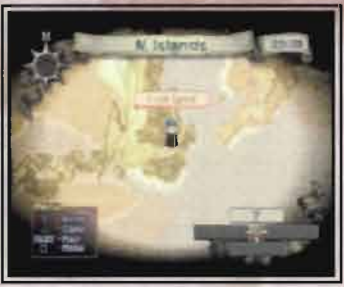


Location: After you arrive at Lyp by ship, take the ship back out and head upward. You reach a blue flag. Explore there and you arrive at this fishing spot.

Fish: Man-o'-War, Sea Bass, Flatfish, Octopus, Bonito, Spearfish, Whale

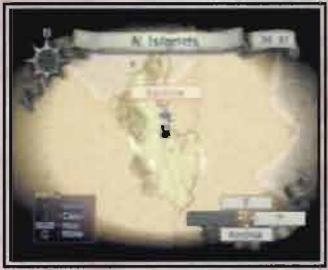
Lake Spot 2

Location: On the way to the Jungle from Lyp, enter the "?" location, and exit via the side path. It takes you east to the fishing spot.



Fish: Bass, Piranha, Blue Gill, Black Bass, MartianSquid, Dorado

Saldine Spot

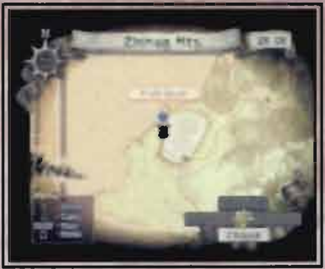


Location: You automatically encounter the Saldine Spot while on the Flats, during Chapter 3.

Fish: Moorfish, Blowfish, Sea Bream, Black Porgy

Lake Spot 3

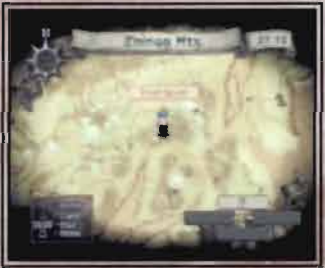
Location: When you reach Chiqua, speak to the fisherman on the docks. He tells you about the spot to the north. Leave the town, and the path there is open.



Fish: Jellyfish, Angelfish, Black Bass, MartianSquid, Dorado, Barandy

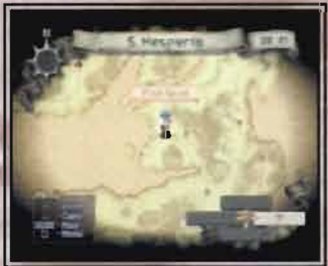
River Spot 3

Location: After you go to the First Emperor's Tomb with Ryu, go to the "?" map to the west of it. This is the same burning forest map from Fou-Lu's scenario in Chapter 1. Go up the mountainside to the burnt forest, and leave via the southern exit. This opens the new fishing spot.



Fish: Sweetfish, Trout, Browntail, RainbowTrout, Salmon, Bullcat, Sturgeon

Ocean Spot 3

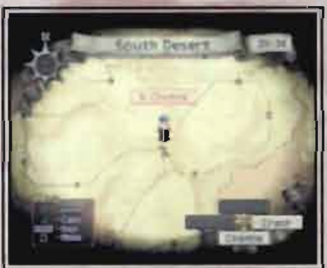


Location: Enter the "?" map on the path between the Highway and the "?" map just south of Kwanso. Look at the sign there to open a path to the west, leading to the fishing spot.

Fish: Flying Fish, Sea Bass, Flatfish, Octopus, Bonito, Angler

Chamba Spot

Location: During or after Chapter 3, return to North Chamba via the back entrance. Go inside and fight the Angler here to open the fishing spot.



Fish: Jellyfish, Bullcat, Acheron

Fish

Data Explanation

Found: This is the type of terrain in which you will likely find the fish.
Depth: This is the depth of water the fish inhabits. The darker the water, the deeper it is.
Max Stamina: The bigger the fish, the more stamina it has.
Max Size: Each type of fish can only get so big; this is the maximum size in centimeters.
Max Points: This number is the most fishing points you can get for that fish. If you get the maximum points, a crown appears next to the fish's data.
Lure Compatibility: The lower the number, the higher the chance the fish will bite that lure.

Jellyfish

Found: Rivers and Lakes
Depth: Shallow and Moderate
Max Stamina: 30
Max Size: 30
Max Points: 80

Lure Compatibity

Spinner: 0
Winder: 0
Top: 0
Minnow: 0
Frog: 0
Worm: 0
Spoon: 3
King Frog: 0

Piranha

Found: Lakes
Depth: Any
Max Stamina: 60
Max Size: 40
Max Points: 150

Lure Compatibity

Spinner: 2
Winder: 2
Top: 0
Minnow: 0
Frog: 0
Worm: 0
Spoon: 3
King Frog: 0

Bass

Found: Lakes
Depth: Any
Max Stamina: 80
Max Size: 60
Max Points: 200

Lure Compatibity

Spinner: X
Winder: X
Top: 0
Minnow: 0
Frog: 1
Worm: 1
Spoon: 3
King Frog: 0

Blue Gill

Found: Lakes
Depth: Any
Max Stamina: 70
Max Size: 50
Max Points: 250

Lure Compatibity

Spinner: 0
Winder: 0
Top: X
Minnow: X
Frog: 2
Worm: 2
Spoon: 3
King Frog: 0

Sweetfish

Found: Rivers
Depth: Shallow and Moderate
Max Stamina: 45
Max Size: 25
Max Points: 150

Lure Compatibity

Spinner: 1
Winder: 1
Top: 0
Minnow: 0
Frog: 1
Worm: 1
Spoon: 3
King Frog: 0

Browntail

Found: Rivers
Depth: Any
Max Stamina: 100
Max Size: 70
Max Points: 250

Lure Compatibity

Spinner: 0
Winder: 0
Top: 1
Minnow: 1
Frog: X
Worm: X
Spoon: 3
King Frog: 0

Black Bass

Found: Lakes
Depth: Any
Max Stamina:
120
Max Size: 70
Max Points: 300

Lure Compatibity

Spinner: X
Winder: X
Top: 2
Minnow: 2
Frog: 2
Worm: 2
Spoon: 3
King Frog: 0

Angelfish

Found: Lake
Depth: Shallow
Max Stamina: 70
Max Size: 30
Max Points: 250

Lure Compatibity

Spinner: 1
Winder: 1
Top: 1
Minnow: 1
Frog: 1
Worm: 1
Spoon: 3
King Frog: 0

Trout

Found: Rivers
Depth: Any
Max Stamina: 90
Max Size: 40
Max Points: 200

Lure Compatibity

Spinner: 1
Winder: 1
Top: 1
Minnow: 1
Frog: 1
Worm: 1
Spoon: 3
King Frog: 0

Rainbow Trout

Found: Rivers
Depth: Shallow and Moderate
Max Stamina: 120
Max Size: 70
Max Points: 350

Lure Compatibity

Spinner: 1
Winder: 1
Top: 1
Minnow: 1
Frog: X
Worm: X
Spoon: 3
King Frog: 0

Bullcat

Found: Rivers
Depth: Moderate and Deep
Max Stamina: 150
Max Size: 80
Max Points: 380

Lure Compatibity

Spinner: X
Top: 4
Frog: 3
Spoon: 3
Winder: X
Minnow: 4
Worm: 3
King Frog: 0

Martian Squid

Found: Lakes
Depth: Moderate and Deep
Max Stamina: 150
Max Size: 70
Max Points: 350

Lure Compatibity

Spinner: X
Top: X
Frog: X
Spoon: 3
Winder: 2
Minnow: 2
Worm: 2
King Frog: 0

Dorado

Found: Lakes
Depth: Moderate and Deep
Max Stamina: 160
Max Size: 90
Max Points: 400

Lure Compatibity

Spinner: X
Top: 3
Frog: 3
Spoon: 4
Winder: X
Minnow: 3
Worm: 3
King Frog: 0

Salmon

Found: Rivers
Depth: Any
Max Stamina: 170
Max Size: 140
Max Points: 400

Lure Compatibity

Spinner: X
Top: 3
Frog: 4
Spoon: 4
Winder: X
Minnow: 3
Worm: 4
King Frog: 0

Barandy

Found: Lakes
Depth: Any
Max Stamina: 200
Max Size: 200
Max Points: 700

Lure Compatibity

Spinner: X
Top: X
Frog: 4
Spoon: 5
Winder: X
Minnow: X
Worm: 4
King Frog: 0

Sturgeon

Found: Rivers
Depth: Moderate and Deep
Max Stamina: 230
Max Size: 220
Max Points: 700

Lure Compatibity

Spinner: X
Top: X
Frog: 4
Spoon: 5
Winder: X
Minnow: X
Worm: 4
King Frog: 0

Man-o'-War

Found: Oceans
Depth: Shallow and Moderate
Max Stamina: 45
Max Size: 30
Max Points: 80

Lure Compatibity

Spinner: 0
Top: 0
Frog: 0
Spoon: 3
Winder: 0
Minnow: 0
Worm: 0
King Frog: 0

Flying Fish

Found: Oceans
Depth: Shallow and Moderate
Max Stamina: 60
Max Size: 35
Max Points: 150

Lure Compatibity

Spinner: 1
Top: 0
Frog: 1
Spoon: 3
Winder: 1
Minnow: 0
Worm: 1
King Frog: 0

Blowfish

Found: Oceans
Depth: Any
Max Stamina: 80
Max Size: 50
Max Points: 200

Lure Compatibity

Spinner: 1
Top: X
Frog: 1
Spoon: 3
Winder: 1
Minnow: X
Worm: 1
King Frog: 0

Moorfish

Found: Oceans
Depth: Shallow and Moderate
Max Stamina: 80
Max Size: 30
Max Points: 200

Lure Compatibity

Spinner: 1
Top: 2
Frog: 2
Spoon: 3
Winder: 1
Minnow: 2
Worm: 2
King Frog: 0

Sea Bass

Found: Oceans
Depth: Any
Max Stamina: 75
Max Size: 70
Max Points: 280

Lure Compatibity

Spinner: 1
Top: 1
Frog: 1
Spoon: 3
Winder: 1
Minnow: 1
Worm: 1
King Frog: 0

Flatfish

Found: Oceans
Depth: Moderate and Deep
Max Stamina: 80
Max Size: 50
Max Points: 280

Lure Compatibility

Spinner: 2
Winder: 2
Top: 2
Minnow: 2
Frog: X
Worm: X
Spoon: 3
King Frog: 0

Sea Bream

Found: Oceans
Depth: Any
Max Stamina: 120
Max Size: 70
Max Points: 300

Lure Compatibility

Spinner: X
Winder: X
Top: 2
Minnow: 2
Frog: 2
Worm: 2
Spoon: 3
King Frog: 0

Octopus

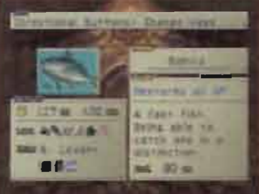
Found: Oceans
Depth: Moderate and Deep
Max Stamina: 150
Max Size: 80
Max Points: 350

Lure Compatibility

Spinner: X
Winder: 1
Top: X
Minnow: 2
Frog: X
Worm: 2
Spoon: 3
King Frog: 0

Bonito

Found: Oceans
Depth: Any
Max Stamina: 150
Max Size: 120
Max Points: 400



Lure Compatibility

Spinner: X
Winder: X
Top: 2
Minnow: 2
Frog: X
Worm: 2
Spoon: 3
King Frog: 0

Black Porgy

Found: Oceans
Depth: Any
Max Stamina: 170
Max Size: 70
Max Points: 400

Lure Compatibility

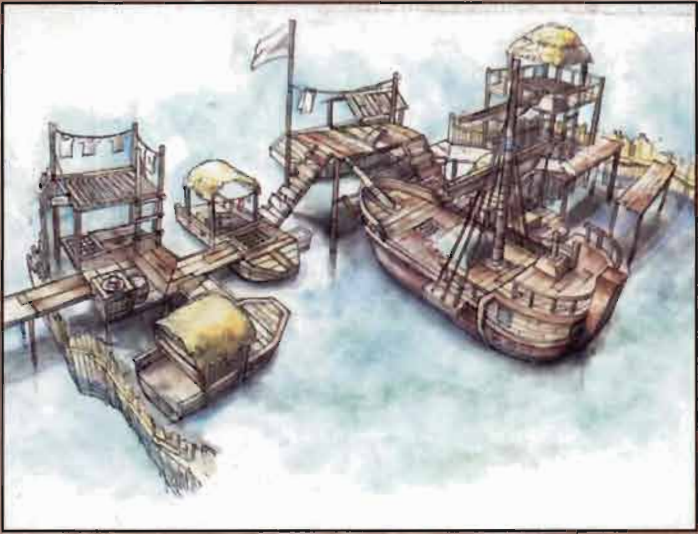
Spinner: X
Winder: X
Top: 4
Minnow: 4
Frog: 3
Worm: 3
Spoon: 5
King Frog: 0

Angler

Found: Oceans
Depth: Moderate and Deep
Max Stamina: 200
Max Size: 140
Max Points: 450

Lure Compatibility

Spinner: X
Winder: X
Top: 3
Minnow: 3
Frog: 5
Worm: 5
Spoon: 5
King Frog: 0



Spearfish

Found: Oceans
Depth: Shallow and Moderate
Max Stamina: 200
Max Size: 190
Max Points: 500

Lure Compatibility

Spinner: 3
Winder: 3
Top: 4
Minnow: 4
Frog: X
Worm: X
Spoon: 5
King Frog: 0

Whale

Found: Oceans
Depth: Moderate and Deep
Max Stamina: 255
Max Size: 250
Max Points: 999

Lure Compatibility

Spinner: 5
Winder: 5
Top: 5
Minnow: 5
Frog: X
Worm: X
Spoon: X
King Frog: 0

Acheron

Found: Chamba
Depth: Shallow and Moderate
Max Stamina: 120
Max Size: 50
Max Points: 300

Lure Compatibility

Spinner: 4
Winder: 4
Top: 4
Minnow: 4
Frog: 4
Worm: 4
Spoon: 4
King Frog: 0

Rods

Rod Statistics

Rod	Power	Range	Balance	Obtained
Angling Rod	4	30m	1	Lyp Manillo Shop
Bamboo Rod	2	23m	1	Wyndia Manillo Shop
Deluxe Rod	2	18m	2	Chest in Saldine Flats
Master's Rod	4	25m	3	Master Gyosil
Spanner	3	23m	2	Master Gyosil
Wooden Rod	1	15m	2	Sarai Shop

Lures

Data Explanation

Type: The type of the lure determines which fish will bite.
Level: The higher the level, the more likely a fish will bite.
Speed: This refers to the speed of movement and sinking.
Snag: Every movement has a chance at snagging on nearby objects. This is the chance that the snag will break the line.
Action: Some lures sink when moved and float when stationary, or vice versa.

Silver Top

Type: Spinner Level 1
Speed: 2
Level: 0
Snag: 4/32

Action: Sinks when moved, floats when stationary

Gold Top

Type: Spinner Level 2
Speed: 2
Level: 1
Snag: 4/32

Action: Sinks when moved, floats when stationary

Platinum Top

Type: Spinner Level 3
Speed: 3
Level: 2
Snag: 3/32

Action: Sinks when moved, floats when stationary

Twister

Type: Winder Level 1
Speed: 1
Level: 0
Snag: 3/32

Action: Floats when moved, sinks when stationary

Warbler

Type: Winder Level 2
Speed: 2
Level: 1
Snag: 2/32

Action: Floats when moved, sinks when stationary

Dancer

Type: Winder Level 3
Speed: 1
Level: 2
Snag: 1/32

Action: Floats when moved, sinks when stationary

Popper

Type: Topper Level 1
Speed: 0
Level: 0
Snag: 0/32

Action: Always floats

Flattop

Type: Topper Level 2
Speed: 0
Level: 1
Snag: 0/32

Action: Always floats

Swisher

Type: Topper Level 3
Speed: 1
Level: 2
Snag: 3/32

Action: Sinks when moved, floats when stationary

Floater

Type: Minnow Level 1
Speed: 1
Level: 0
Snag: 2/32

Action: Floats when moved, sinks when stationary

Hanger

Type: Minnow Level 2
Speed: 2
Level: 1
Snag: 1/32

Action: Floats when moved, sinks when stationary

Deep Diver

Type: Minnow Level 3
Speed: 4
Level: 2
Snag: 1/32

Action: Sinks when moved, floats when stationary

Baby Frog

Type: Frogger Level 1
Speed: 0
Level: 0
Snag: 0/32

Action: Always floats

Toad

Type: Frogger Level 2
Speed: 1
Level: 1
Snag: 3/32

Action: Sinks when moved, floats when stationary

Fat Frog

Type: Frogger Level 3
Speed: 1
Level: 2
Snag: 3/32

Action: Sinks when moved, floats when stationary

Straight

Type: Worm Level 1
Speed: 1
Level: 0
Snag: 1/32

Action: Floats when moved, sinks when stationary

Tail

Type: Worm Level 2
Speed: 2
Level: 1
Snag: 1/32

Action: Floats when moved, sinks when stationary

Crab

Type: Worm Level 3
Speed: 1
Level: 2
Snag: 1/32

Action: Floats when moved, sinks when stationary

Spoon

Type: Other
Speed: 1
Level: 0
Snag: 0/32

Action: Floats when moved, sinks when stationary

King Frog

Type: Other
Speed: 1
Level: 0
Snag: 0/32

Action: Floats when moved, sinks when stationary

Manillo Shops

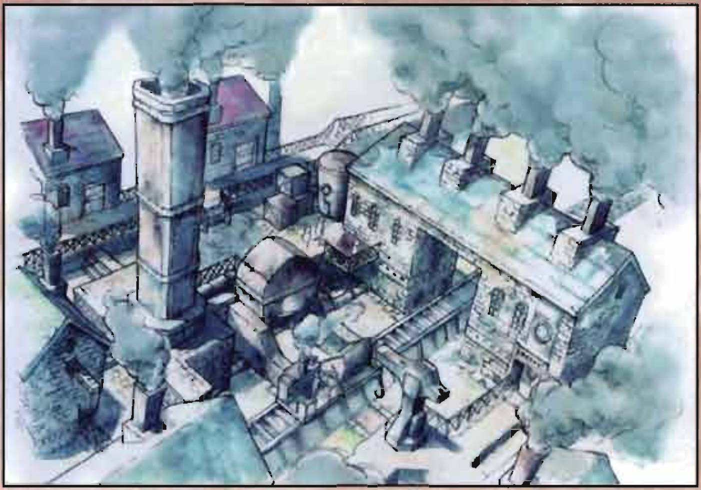
Throughout the world, the fish man, Manillo, sells you items in exchange for fish. Some of the better items in the game are available this way, so take the time to earn enough fish to buy his wares!

Sarai Manillo Shop

Item	Cost in Fish
Aurum	Sea Bass (x3)
Dragon Scale	Bonito, Octopus, Flatfish
Ginseng	Bonito, Octopus, Sea Bream
Headband	Bonito, Sea Bream, Flatfish
Icicle	Flatfish (x3)
Moon Tears	Spearfish, Sea Bream, Flatfish
Napalm	Sea Bream (x3)
Taser	Octopus (x3)

Shyde Manillo Shop

Item	Cost in Fish
Aurum	Jellyfish (x5)
Bell Collar	RainbowTrout (x3), Browntail (x6)
Broad Sword	RainbowTrout (x2), Trout (x2), Sweetfish (x2)
Earth Claws	Sweetfish (x5)
Firangi	Black Bass (x3), MartianSquid (x3), Bass (x3)
Flail	Black Bass (x3), Blue Gill (x3), Piranha (x3)
Holy Mantle	RainbowTrout (x3), Browntail (x6)
Ruby Scepter	Trout (x5)



Checkpoint Manillo Shop

Item	Cost in Fish
Astral Ward	Dorado, Black Bass (x4), Bass (x6)
Aurum	Bass (x3)
Barrier Ring	Salmon, RainbowTrout (x2), Browntail (x4)
Body Ward	Dorado, Black Bass (x4), Bass (x6)
Diamond Ring	Salmon, RainbowTrout (x2), Browntail (x4)
Light Bangle	MartianSquid (x2), Blue Gill (x2), Piranha (x4)
Soul Ring	Sturgeon, Salmon (x2), Bullcat (x2)
Topaz Tear	Sturgeon, Salmon (x2), Bullcat (x2)

Lyc Manillo Shop

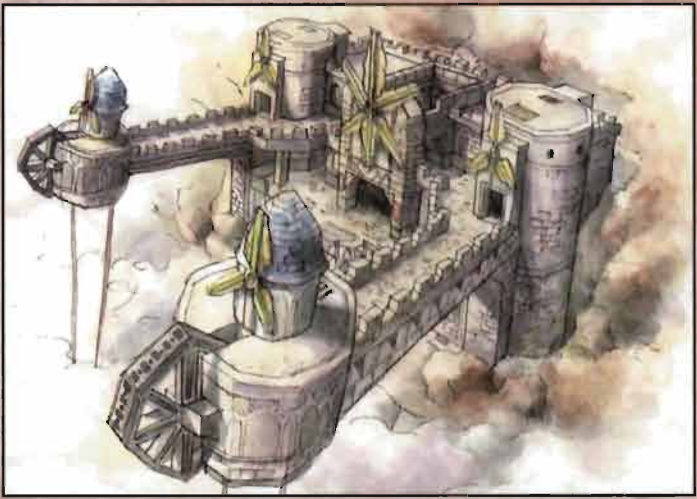
Item	Cost in Fish
Angling Rod	Salmon (x2), Dorado (x2), MartianSquid (x2)
Aurum	Bass (x3)
Crab	Black Bass, Blue Gill, Piranha
Dancer	Black Bass, Blue Gill, Piranha
Deep Diver	Black Bass, Blue Gill, Piranha
Fat Frog	Browntail, Trout, Sweetfish
Platinum Top	Browntail, Trout, Sweetfish
Swisher	Browntail, Trout, Sweetfish

Chiqua Manillo Shop

Item	Cost in Fish
Aurum	Sea Bass (x3)
Chopsticks	MartianSquid (x2), Octopus (x2)
Force Armor	Spearfish, Angler, Flatfish (x5)
Giant Club	Black Porgy (x2), Sea Bream (x6)
Holy Robe	Spearfish, Angler, Octopus (x5)
Power Glove	Black Porgy (x2), Sea Bream (x6)
Repeater	Spearfish, Bonito (x3)
Skull Staff	Jellyfish (x10), Man-o'-War (x10)

Wyndia Manillo Shop

Item	Cost in Fish
Aurum	Man-o'-War (x5)
Bamboo Rod	Sea Bream (x2)
Flattop	Blowfish (x2)
Gold Top	Blowfish, Flying Fish (x2)
Hanger	Blowfish (x2)
Tail	Flying Fish (x3)
Toad	Flying Fish (x3)
Warbler	Blowfish, Flying Fish (x2)



Astana Manillo Shop

Item	Cost in Fish
Aurum	Angelfish, Moorfish
Culverin	Whale, Sturgeon (x2), Barandy (x2)
Cupid's Lyre	Spearfish, Angler, Black Porgy
Earthbreaker	Whale, Barandy, Dorado (x3)
Healing Ring	Spearfish, Angler, Black Porgy
Ivory Dice	Angelfish (x5), Moorfish (x5)
Life Armor	Whale, Sturgeon, Bullcat (x3)
Star Dress	Whale (x3), Acheron (x8)

Stamp Card Shop

At every location, Manillo also sells items in exchange for Stamp Cards. The available items are the same everywhere. You get Stamp Cards by purchasing items from Manillo.

Item	Cost in Cards
Coupons	25
Dragon Tear	50
Fish-head	3
Linked Pole	75
Linked Pole	3
Power Food	3
Render	99
Swallow Eye	3

Masters

Basics

The master system is simple. As you go through the game, you come across the various masters. If you meet their individual prerequisites they will teach you skills and, in one case, give you items. You must do increasingly difficult tasks to make them teach you each of the following skills.

Wills

The wills are special skills that are automatically put into effect when you tutor under a particular master. You cannot choose to turn wills on or off; they are totally uncontrollable and are activated automatically based on pure chance.

Statistic Bonuses

In addition to the skills you can learn and their wills, masters also serve another important purpose; they give you a statistic bonus for each level you gain. Unfortunately, they can also give statistic penalties. The statistics each master gives and takes are based around his or her personality. For example, those who tend to concentrate on more magical attacks often give AP and wisdom bonuses, while penalizing HP and strength.

Master List

Rwolf

Location: *Kurok Valley. You can first encounter him while on your way to the Dam, after Ryu's dream about Astana.*
Will: *Haste*

Statistic Changes

HP	AP	Power	Defense	Agility	Wisdom
0	+1	-1	0	0	+1

Other - Alertness +20 percent

Skills

Skill	Obtained	Effect
Eddy	Do 5 hits or more in a combo attack	Causes minor wind damage on a single target
Plateau	Do 10 hits or more hits in a combo attack	Causes moderate earth damage on a single target
Magic Ball	Do 15 hits or more hits in a combo attack	Causes moderate earth damage on a single target
Flame Pillar	Do 20 hits or more hits in a combo attack	Causes damage based on 25 percent of the target's defense

With that fur, the desert must feel incredibly hot.

Flame Pillar is a very powerful spell!

Stoll

Location: *Hideout. After you are commissioned by Marlok to find the thief who stole from him, you encounter Stoll and have to catch him. Afterward, return to the Hideout and you can apprentice yourself to Stoll.*
Will: *Filch*

Statistic Changes

HP	AP	Power	Defense	Agility	Wisdom
0	0	0	0	+1	0

Other - Accuracy +5 percent, Dodge +5 percent, Alertness +5 percent

Skills

Skill	Obtained	Effect
Steal	Do 5 or more hits in a combo attack	Steal an item from enemy
Coward's Way	Obtain 80 or more different types of items	Causes damage based on how many times you've fled from battle

Stoll is harmless.

Steal is one of the most useful abilities in the game!

Una

Location: *Worent Elders' House, 2nd floor. After visiting Worent for the first time, fight Kahn. Speak to Una, and she allows you to become her apprentice if you have successfully done a combo attack for more than 1,000 damage.*
Will: *Wild*

Statistic Changes

HP	AP	Power	Defense	Agility	Wisdom
+12	-2	+2	+1	0	-1

Other - None

Skills

Skill	Obtained	Effect
Pilfer	Do 1,500 or more damage in a combo	Steal an item from enemy and do damage
Super Combo	Do 3,000 or more damage in a combo	Number of hits is equal to how many buttons you press
Blitz	Do 10,000 or more damage in a combo attack	Randomly hits enemies with 4–7 attacks, and user loses 25 percent life

Pilfer...the difference between being a pickpocket and an armed robber.

Njomo

Location: Just to the north of Ahm Fen in Chapter 2. Take the eastern side path from the northern road from Ahm Fen to reach her house. To get her to teach you, you must have helped the faeries in the Faerie Village.

Will: Pique

Statistic Changes

HP	AP	Power	Defense	Agility	Wisdom
-8	+1	0	0	+2	0

Other Dodge +5 percent

Skills

Skill	Obtained	Effect
Faerie Attack	After you have 8 or more Faeries in the Faerie Village	Attack enemies with various bombs
Faerie Breath	After you have 12 or more Faeries in the Faerie Village	Heal your party
War Shout	After you have 16 or more Faeries in the Faerie Village	Raise attack power
Faerie Charge	After you have 20 or more Faeries in the Faerie Village	All-out attack on random enemies

Njomo can teach you powerful attack and healing magic!

Momo

Location: Inside the windmill in Wyndia. Momo is accessible from the first time you visit Wyndia, just after going through Ahm Fen in Chapter 2.

Will: Drowse

Statistic Changes

HP	AP	Power	Defense	Agility	Wisdom
+8	0	0	0	0	0

Other None

Skills

Skill	Obtained	Effect
Spray	Play the game 25 hours or more	Attack using defense in place of power, does 1.5 times the damage on insects
Clip	Play the game 30 hours or more	Attack using agility in place of power, does 1.5 times the damage on plants
Oracle	Play the game 40 hours or more	Attack using wisdom in place of power, does 1.5 times the damage on demons
Egghead	Play the game 50 hours or more	You become an egg

A familiar face is always welcome!

At this point all you can do is laugh. Oh, and explode.

Abbess

Location: Her house in Chek. You must first speak with some of the dragons for her to teach you.

Will: Reck

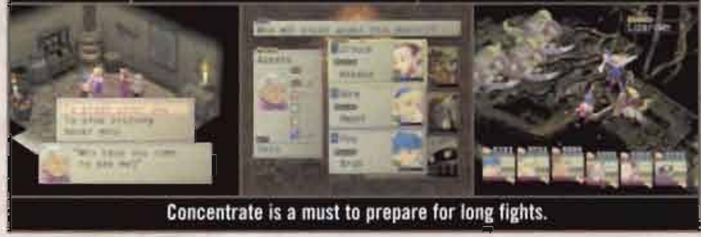
Statistic Changes

HP	AP	Power	Defense	Agility	Wisdom
0	+2	-2	-2	0	+4

Other - Magic Resistance +1

Skills

Skill	Obtained	Effect
Concentrate	Defeat 70 enemies or more	Magic power up
Sanctuary	Defeat 85 enemies or more	All assistance magic is canceled out
Celerity	Defeat 100 enemies or more	Doubles power, defense, agility, and wisdom



Concentrate is a must to prepare for long fights.

Marlok

Location: *His house in Synesta. You must bring him the Tin Ball after he buys you a sandflier.*
Will: *Greed*

Statistic Changes					
HP	AP	Power	Defense	Agility	Wisdom
+16	+3	-1	-1	-1	-1
Other	Learning chance +5 percent				

Skills

Skill	Obtained	Effect
Charm	Bring him a Copper Ball	Increased chance of item being dropped at the end of battle
Monopolize	Bring him an ElectrumBall	All experience earned from battle goes to the user
Roulette	Bring him a PlatinumBall	A random attack performed by a random participant in the battle

The Treasures: *Marlok's skills are learned in a unique way compared to others. You must go around the world and exchange treasures for other treasures. Then bring the treasures (the balls) back to Marlok and he will teach you a skill if the treasure is high enough on the chain. There are 10 treasures altogether.*

Note

You do not have to go in any particular order, with the exception of the original treasure at Sarai.

Treasure Locations

Sarai: Buy the original treasure for 158 z from the frogman in the Tavern.
Shyde: A man under the walkway will trade with you.
Ludia: During the night raid to rescue Cray, before entering the castle, speak to the man standing in front of the mills, and he will trade.
Shrine: Trade with the man in the hut on the exiting side of the Grass Dragon Shrine's underground passage.
Wyndia: The man in the dungeon will exchange treasures.
Synesta: The little girl in the orphanage standing next to Lyta will trade.
Shikk: The man rummaging around in the basement of one of the houses will trade with you.
Chiqua: The merchant who tells you about the way to the mainland has one of the treasures.
Sandflier Crash Site: If you go back to where Nina and Cray *crashed at the beginning of the game, a bandit there will trade* balls with you.
Somne: The woman sitting by the basket at the village entrance will trade.
Abandoned Village: If you miss the Ludia trade, you can still get the highest-level treasure. After you beat the game, go back to the Abandoned Village and a woman there will trade with you.

As the name implies, Roulette is a gamble. It can be good or bad.

Kryrik

Location: *After you have sailed to Lyp, go back to Shikk and speak with Kryrik in front of the ship. If you can do a 25-hit combo, he will teach you what he knows.*
Will: *Finale*

Statistic Changes					
HP	AP	Power	Defense	Agility	Wisdom
+25	-2	+3	+2	-2	-2
Other	None				

Skills

Skill	Obtained	Effect
Megaphone	Do a 30-hit combo attack or more	All enemies' power 40 percent up and defense 40 percent down
Spirit Blast	Do a 40-hit combo attack or more	Attack that ignores target's defense
Cleave	Do a 50-hit combo attack or more	Attack against all that ignores targets' defense
Disembowel	Do a 70-hit combo attack or more	Max HP temporarily goes down 10 percent, and does a critical hit

Used strategically, Megaphone is a very useful ability

Gyosil

Location: *Lyp. He will teach you as long as you have more than 5,000 fishing points.*
Will: *Ward*

Statistic Changes					
HP	AP	Power	Defense	Agility	Wisdom
-8	+2	0	0	0	0
Other	None				

Note

Gyosil does not give skills, but rather new fishing poles.

Skills

Skill	Obtained	Effect
Ring of Ice	Earn 4,000 fishing points or more	–
Spanner	Earn 6,000 fishing points or more	–
Master's Rod	Earn 9,500 fishing points or more	–

Gyosil is a master fisherman, and his rods can make you one, too

Cyta

Location: *Synesta Orphanage. She teaches you after you return to Synesta in Chapter 5, but only after you have learned from Gyosil.*
Will: *Guard*

Statistic Changes

HP	AP	Power	Defense	Agility	Wisdom
0	+1	0	-1	0	+1

Other – Holy Resistance +1, Death Resistance +2

Skills

Skill	Obtained	Effect
Supplication	Ryu must be at least level 20	Healing magic +1, Dodge chance +50 percent
Holy Strike	Ryu must be at least level 25	Attack that does holy-based damage
Resist	Ryu must be at least level 30	Protects against attacks for one turn
Benediction	Ryu must be at least level 35	Chance of reviving dead party members with 25 percent HP

Holy Strike is a rather basic technique, but useful nonetheless.

Kahn

Location: *North of the Saldine island flats. After you leave the flats, go north to reach him.*
Will: *Valor*

Statistic Changes

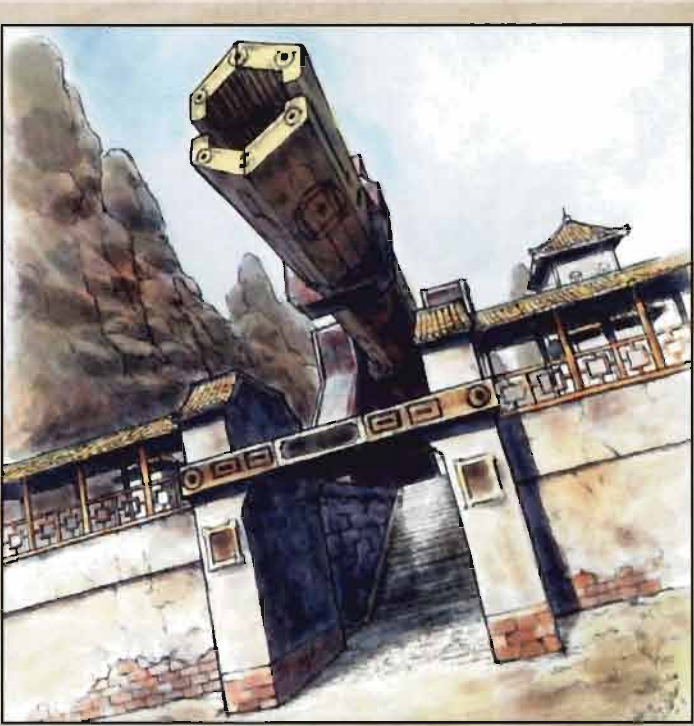
HP	AP	Power	Defense	Agility	Wisdom
+20	-4	+3	0	+1	-3

Other – None

Skills

Skill	Obtained	Effect
Focus	Fight 300 battles	Increase power
Shout	Fight 400 battles or more	Chance of stunning everyone in the battle
Tiger Fist	Fight 500 battles or more	Attack that combines power and agility to determine both damage and accuracy
Flex	Fight 600 battles or more	Chance of poisoning everyone

Tiger Fist can be a very damaging attack.



Bunyan

Location: *Mountaintop hut in the Zhinga Mountains. To reach it with Ryu, you must take the side exit from the route from Kwanso to the southern highway. He will not teach you until you have learned from all other masters.*
Will: *Vision*

Statistic Changes

HP	AP	Power	Defense	Agility	Wisdom
-16	-3	+1	+1	+1	+1

Other – None

Skills

Skill	Obtained	Effect
Backhand	Do 3,000 damage or more in a single attack	Chance of leaving the target with 1 HP
Counter	Do 5,000 damage or more in a single attack	100 percent chance of counterattacking
Shadow-walk	Do 8,000 damage or more in a single attack	100 percent chance of critical hit
Final Hope	Do 12,000 damage or more in a single attack	Become invincible for three turns, but you die afterward

Use Backhand to wound powerful monsters, and another attack to take them out.

Dragons

Locations and Skills

Wind Dragon

Location: *During Chapter 2 of the game, you gain the power of the Wind Dragon automatically during the event at Sinchon's Vorae Shrine.*

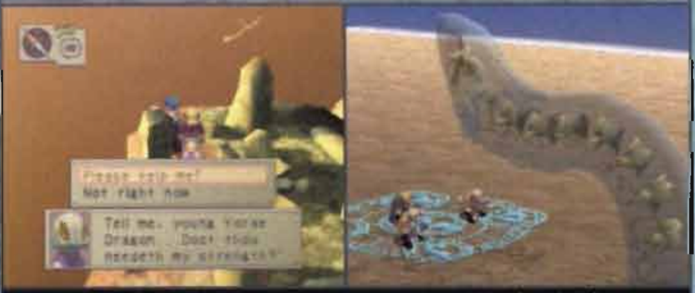
Skill: *Rainstorm*

Like all dragons, the Wind Dragon is huge. His Rainstorm magic can cause serious damage.

Mud Dragon

Location: *After you're able to go back to Kyoin on the sandflier, visit the Muddy Cliff north of the Dam. Speak with the dragon here and he gives you his power.*

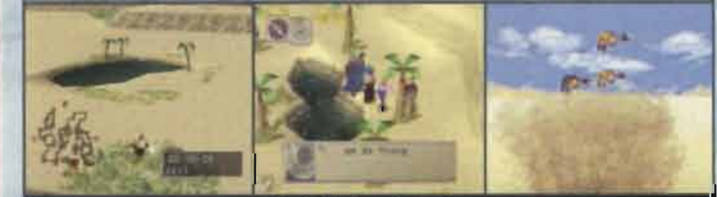
Skill: *Mud Flow*


The Mud Dragon shares with you the Mud Flow ability. Surprised?

Sand Dragon

Location: *On the sandflier route between Shikk and Shyde there is an isolated section on the southern edge of the course. Use a dune to jump to it, and enter the Oasis there.*

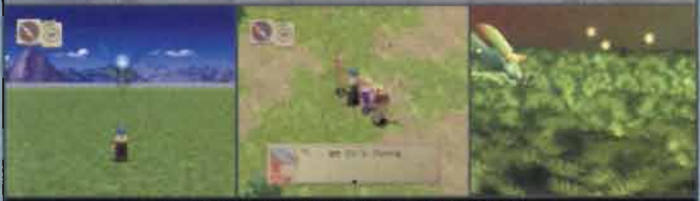
Skill: *Onslaught*


Ouch, that's gotta hurt.

Grass Dragon

Location: *Once you are able to speak with the dragons, go to the Plains. Seek a small ball of light around the stone in the center of the Plains. Once you find it, follow it to the Grass Dragon.*

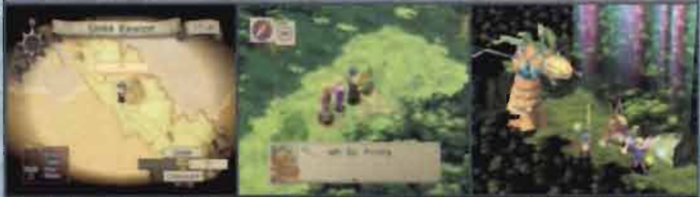
Skill: *Healing Wind*


This is a good spell to reserve until boss fights.

Tree Dragon

Location: *After leaving the Checkpoint on the way to Shikk, you encounter a "?" location on the road. Enter it and take the eastern exit. A new path opens to the east of the map point, taking you to the Tree Dragon's home.*

Skill: *Holy Circle*

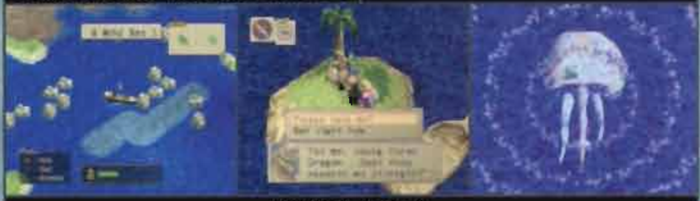

Don't underestimate protection magic—it can often make the difference between life and death.

Sea Dragon

Location: *Look on the boat navigation screen between Shikk and Lyp. He is on the small shallow reef, northwest of Shikk, just above the Island of Fire on the map.*

Skill: *Flood Tide*

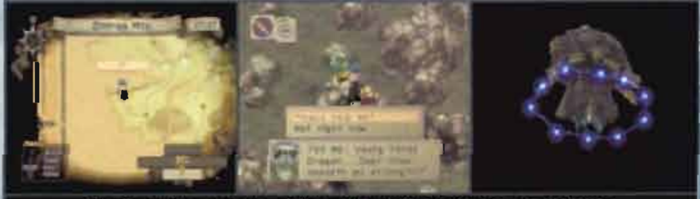
You first encounter this dragon at the Fane.


Flood Tide in action

Rock Dragon

Location: *In the River section of the game, just after leaving Chiqua, speak to the man by the small shack. Talk to him about dragons, and tell him that dragons all look different. Then tell him that they can look like rocks and trees, and he will tell you about a strange rock he saw. The path to the quarry opens when you leave the River.*

Skill: *Fulguration*


The Rock Dragon looks a little weird, but he's far from a pushover.

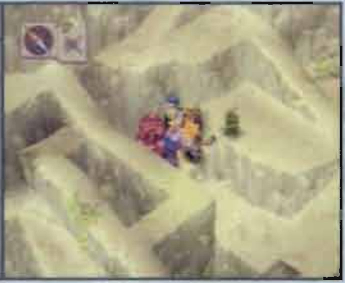
Gem Locations

Water Gem

Transformation: *Serpent*
Character: *Fou-Lu*
Found: *Found in Sanctum, at the beginning of Chapter 5.*

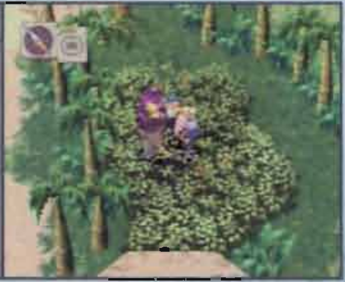
Fire Gem

Transformation: *Wyvern*
Character: *Ryu*
Found: *Mt. Giga, when you first enter the Shikk region in Chapter 5.*



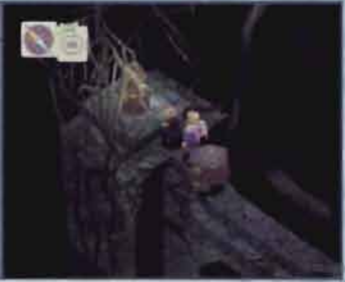
Earth Gem

Transformation: *Behemoth*
Character: *Ryu*
Found: *Saldine Flats, when you are crossing from Pabpab to the western continent.*



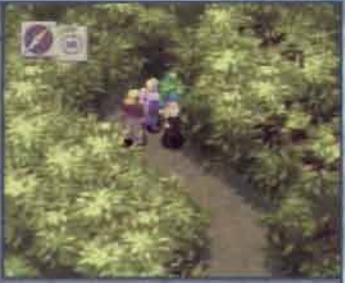
Flawed Gem

Transformation: *Mutant*
Character: *Ryu*
Found: *En Jhou, in the very depths of the temple. Accessible after reaching Chiqua.*



Wind Gem

Transformation: *Myrmidon*
Character: *Ryu*
Found: *Burnt Forest, to the west of the Emperor's Tomb. Once you can go there with Ryu, go into the "?" map where Fou-Lu was knocked off the bridge. Go up the side of the mountain to the area where the forest burned, and look for the Wind Gem in a side path on the far end of the screen.*



Dragon Evolutions

If you collect enough game points, your dragon transformations can evolve to a new level. The new versions are more powerful in every way, and they even have new spells.

Needed Game Points

Evolution	Game Points
First Evolution	10,000
Second Evolution	20,000
Third Evolution	35,000
Fourth Evolution	50,000

Dragon Evolutions

Basic Form	Evolved Form
Astral	None
Aura	None
Behemoth	Mammoth
Kaiser	None
Mutant	Punk
Myrmidon	Knight
Serpent	Peist
Tyrant	None
Wyvern	Weyr

To evolve a dragon, you must first earn at least 10,000 game points in minigames. Then, before using any others in combat, decide which dragon you wish to evolve. The first dragon you transform into after gaining the necessary game points will be the one that evolves. To evolve a second dragon you then have to earn the next needed amount of points, 20,000, and so on until you have evolved all dragons possible.

Dragon Attacks

Aura Dragon

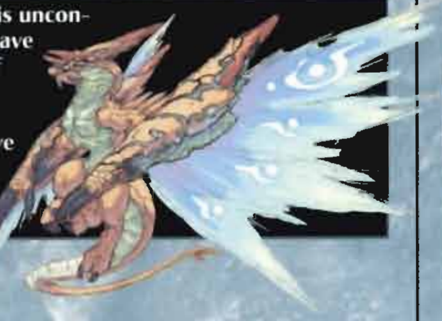
Breath:	Dragon Breath	
Attacks:	Flame Strike Hwa	Rejuvenate Barrier

Kaiser Dragon

Breath: KaiserBreath

Attacks:
Aura Smash
Hwajeh
Ahryu P'ung
Patoh Pah
Palliate
Sanctuary

Memo: The Kaiser Dragon is uncontrollable until you have gained the power of all seven dragons. With this accomplished, you will have full control of the Kaiser Dragon's abilities.

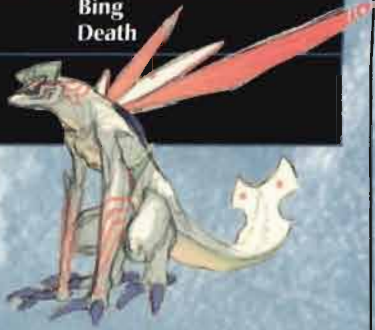


Astral Dragon

Breath: Eraser

Attacks:
Frost Strike
Wild Swing
Bing
Death

Memo: This dragon is Fou-Lu's version of the Aura Dragon.

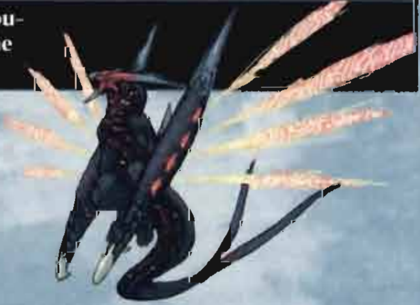


Tyrant Dragon

Breath: Dark Wave

Attacks:
Aura Smash
Pa Bing'ah
Ahryu P'ung
Patoh Pah
Death
Sanctuary

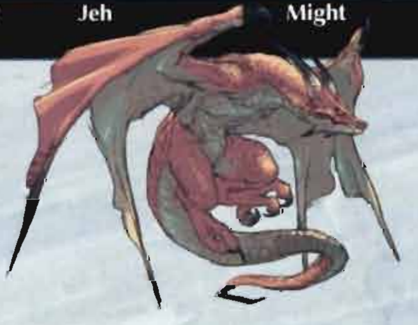
Memo: This dragon is Fou-Lu's version of the Kaiser Dragon.



Wyvern Dragon

Breath: Gigaflame

Attacks:
Flame Strike
Hwa
Jeh
Might



Weyr Dragon

Breath: Gigaflame

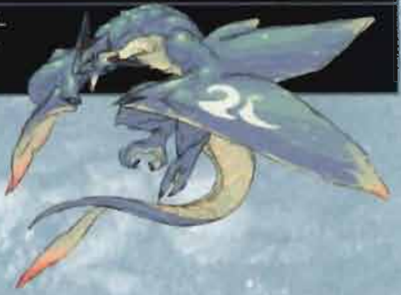
Attacks:
Flame Strike
Hwa
Jeh
Hwajeh
Might
Protect

Serpent Dragon

Breath: Waterspout

Attacks:
Frost Strike
Bing
Bing'ah
Snap

Memo: This dragon is Fou-Lu's version of the Wyvern Dragon.



Peist Dragon

Breath: Waterspout

Attacks:
Frost Strike
Bing
Bing'ah
Pa Bing'ah
Snap
SwordBreaker

Memo: This dragon is Fou-Lu's version of the Weyr Dragon.

Myrmidon Dragon

Breath: MetaStrike

Attacks:
Wind Strike
P'ung
Nah P'ung
SpiritBlast

Knight Dragon

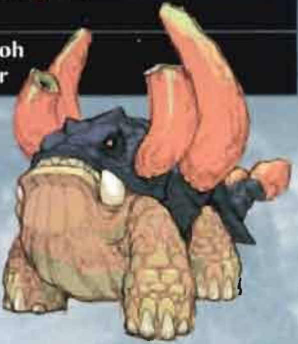
Breath: MetaStrike

Attacks:
Wind Strike
P'ung
Nah P'ung
Ahryu P'ung
Cleave
Shadowwalk

Behemoth Dragon

Breath: MeteorStrike

Attacks:
Searing Sand
Patoh
Chi Patoh
Counter



Mammoth Dragon

Breath: MeteorStrike

Attacks:
Searing Sand
Patoh
Chi Patoh
Patoh Pah
Counter
Blitz

Mutant Dragon

Breath: Stardrop

Attacks: Snap, Sleep, Chlorine, Silence

Memo: The Mutant and Punk's breath attacks can gain levels based on the number of game points you have earned. For every level it gains +2 hits.

Needed Game Points

Level	Game Points
Level 1	0 (Default)
Level 2	30,000
Level 3	38,000
Level 4	46,000
Level 5	54,000
Level 6	62,000

Punk Dragon

Breath: Stardrop

Attacks: Snap, Sleep, Howling, Chlorine, Silence, Curse

Memo: See the Mutant's memo for information on the Punk's leveled-up breath attack.

Dragon Statistics

Each dragon multiplies Ryu's statistics by a set number. To find out what his changed statistics are, simply take his current statistic and multiply it by the number provided here.

Resistances are a set number, not a multiplication. In other words a Wyvern has no water resistance at all, whereas it has a level five fire resistance.

Dragon Statistics

Dragon	HP	Power	Defense	Wisdom	Agility	Melee Attacks	Ranged Attacks	Spells	Breath	Fire	Wind	Water	Earth	Holy	Mind	Status	Death
Astral	1.5	1.2	1.2	1.3	1.0	2	2	2	2	1	2	4	2	5	7	7	7
Aura	1.5	1.2	1.1	1.2	1.0	2	2	2	2	4	2	1	2	5	2	2	2
Behemoth	2.2	1.4	1.4	0.5	0.5	2	2	1	2	2	0	2	5	5	2	2	2
Kaiser	3.0	2.0	1.5	2.0	1.5	2	2	2	2	2	2	2	2	5	4	7	7
Knight	1.8	2.1	1.1	1.0	1.8	2	2	2	2	2	6	2	0	5	2	4	2
Mammoth	3.5	1.6	1.6	0.5	0.5	2	2	1	2	2	0	2	6	5	2	4	2
Mutant	0.5	0.5	1.0	1.8	0.8	4	4	3	2	2	2	2	2	5	2	2	2
Myrmidon	1.5	1.6	1.0	1.0	1.5	2	2	2	2	2	5	2	0	5	2	2	2
Peist	2.0	1.4	1.3	1.2	1.5	2	2	2	2	0	2	6	2	5	2	4	2
Punk	0.5	0.5	1.0	2.5	1.0	5	5	3	2	2	2	2	2	5	2	4	2
Serpent	1.8	1.2	1.2	1.0	1.2	2	2	2	2	0	2	5	2	5	2	2	2
Tyrant	3.0	1.8	1.7	2.0	1.5	2	2	2	2	2	2	2	2	5	7	7	7
Weyr	2.0	1.5	1.2	1.2	1.5	2	2	2	2	6	2	0	2	5	2	4	2
Wyvern	1.8	1.3	1.1	1.0	1.2	2	2	2	2	5	2	0	2	5	2	2	2

Magic and Skills

Ability List

Spell Name	AP	Combo Category	Element	Effect	Target
Ahryu P'ung	3	Wind	Wind	Level 3 Wind Damage	All
Aura Smash	3	Physical	Holy	Attack target, ignoring defense	Single
Barrier	4	Status Up	–	Magic Damage halved for 3 turns	Single
Bing	1	Water	Water	Level 1 Water Damage	Single
Bing'ah	2	Water	Water	Level 2 Water Damage	Single
Blizzard	12	Water	Water	Major Water Damage	All
Blunt	1	Status Down	Mind	Power down 20 percent	Single
Boil	2	–	–	Return to normal but with 25 percent HP	Self
Catastrophe	–	Water and Earth	Water, Earth, Status Change	Major Water and Earth Damage and chance of Poison	All
Chi Patoh	2	Earth	Earth	Level 2 Earth Damage	Single
Confuse	2	Status Change	Status Change	Chance of Confusing target	Single
Cyclone	6	Wind	Wind	Moderate Wind Damage	All
Dark Wave	0	Breath	–	Causes Non-Elemental Damage, varies with remaining HP	All
Death	12	Death	Death	Max HP Temporarily drops	Single
Disaster	–	Water and Earth	Water and Earth	Major Water and Earth Damage	All
DragonBreath	0	Breath	–	Causes Damage, varies with remaining HP and target's defense	All
Drain	3	Death	Death	Steal target's HP	Single
Earthbreaker	–	Fire and Wind	Fire, Wind, Stat. Change	Major Fire and Wind Damage and chance of Stun	All
Enfeeble	1	Status Down	Mind	Wisdom down 20 percent	Single
Eraser	0	Breath	–	Causes Non-Elemental Damage, varies with remaining HP and target's defense	All
Eruption	–	Earth and Fire	Earth and Fire	Minor Earth and Fire Damage	All
Fireblast	6	Fire	Fire	Moderate Fire Damage	All
Firewind	–	Fire and Wind	Fire and Wind	Minor Fire and Wind Damage	All
Flare	3	Fire	Fire	Minor Fire Damage	Single
Flood Tide	0	Breath	Wind, Water, Status Change	Causes Wind and Water Damage and can Stun targets	All
Frost	3	Water	Water	Minor Water Damage	Single
Fulguration	0	Breath	–	Causes Gravity Damage, varies with target's HP	All
Gigaflame	0	Breath	Fire	Causes Fire Damage, varies with remaining HP	All
Gigaflare	–	Fire and Wind	Fire and Wind	Major Fire and Wind Damage	All
Hatch	3	–	Status Change	Damage is equal to user's level times 8, chance of Blinding target	Single
Heal	5	Holy	Holy	Recover minor HP	Single
Healing Wind	0	Breath	–	Recover HP and cures Status Ailments	Party
Holy Circle	0	Breath	–	Protects party from attacks for one turn	Party
Howling	0	Status Change	Status Change	Can cause Confusion	All
Hwa	1	Fire	Fire	Level 1 Fire Damage	Single
Hwajeh	3	Fire	Fire	Level 3 Fire Damage	Single
Ice Blast	5	Water	Water	Moderate Water Damage	Single
Identify	0	–	–	Display target's statistics	Single
Inferno	10	Fire	Fire	Major Fire Damage	Single
Inspire	2	Status Up	–	Wisdom up 20 percent	Single
Jeh	2	Fire	Fire	Level 2 Fire Damage	All
Jolt	–	Wind and Water	Wind and Water	Minor Wind and Water Damage	All
KaiserBreath	0	Breath	–	Causes Damage, varies with remaining HP	All
Kyrie	9	Holy	Holy	Chance of Instant Kill	All
Leech Power	0	Death	Death	Steal target's AP	Single
Lifestealer	0	Death	Death	Max HP temporarily drops	Single
Lightning	–	Wind and Water	Wind and Water	Moderate Wind and Water Damage	All
Magma Blast	–	Earth and Fire	Earth and Fire	Moderate Earth and Fire Damage	All
Meditate	–	–	–	Change into Dragon	–
MetaStrike	0	Breath	Wind	Causes Damage, ignoring target's defense	All
MeteorStrike	0	Breath	Earth	Causes Earth Damage, varies with remaining HP and target's defense	All
Might	3	Status Up	–	Power up 20 percent	Single
Mud Flow	0	Breath	Water and Earth	Causes Water and Earth Damage, varies with remaining HP	All
Nah P'ung	2	Wind	Wind	Level 2 Wind Damage	All
Onslaught	0	Breath	Wind and Status Change	Causes Wind Damage and can Confuse targets	All
Pa Bing'ah	3	Water	Water	Level 3 Water Damage	All
Patoh	1	Earth	Earth	Level 1 Earth Damage	All
Patoh Pah	3	Earth	Earth	Level 3 Earth Damage	All
Phoenix	–	Physical	Fire and Wind	Moderate Fire and Wind Damage	Single

Ability List (cont'd)

Spell Name	AP	Combo Category	Element	Effect	Target
Primus	15	Breath	–	Causes Non-Elemental Damage	All
Protect	2	Status Up	–	Defense up 20 percent	Single
P'ung	1	Wind	Wind	Level 1 Wind Damage	Single
Purify	3	Holy	–	Cure Poison	Single
Quake	12	Earth	Earth	Major Earth Damage	All
Ragnarok	–	Earth and Fire	Earth and Fire	Major Earth and Fire Damage	All
Rainstorm	0	Breath	Holy	Causes Holy Damage, varies with target's HP	All
Raise Dead	18	Holy	–	Revive defeated character with 25 percent HP	Single
Rejuvenate	9	Holy	Holy	Recover moderate HP	Single
Remedy	6	Holy	–	Cures all Status Ailments	Single
Restore	18	Holy	Holy	Recover major HP	Single
Resurrect	30	Holy	–	Revive defeated character with all HP	Single
Revert Form	0	–	–	Change back to Human form	–
Risky Shot	0	Physical	Melee	40 percent chance of hitting with Critical Attack	Single
Rock Blast	4	Earth	Earth	Minor Earth Damage	All
Sacrifice	1	–	–	Target takes damage equal to user's remaining HP and user is killed	Single
Sever	3	Wind	Wind	Minor Wind Damage	Single
Shield	6	Status Up	–	Defense up 20 percent	All
ShiningBlade	10	Physical	Melee	100 percent chance of hitting with Critical Attack	Single
Silence	3	Status Change	Status Change	Chance of Muting targets	All
Simoon	–	Fire and Wind	Fire and Wind	Moderate Fire and Wind Damage	All
Sleep	3	Status Change	Status Change	Chance of putting targets to Sleep	All
Slow	1	Status Down	Mind	Agility down 50 percent	Single
Speed	2	Status Up	–	Agility up 50 percent	Single
Stand Out	0	–	–	Enemies target user	Self
Stardrop	0	Breath	Mind	Target's Power, Defense, Agility, and Wisdom lowered 50 percent	All
Stone Pillar	5	Earth	Earth	Moderate Earth Damage	Single
Storm	–	Water and Earth	Water and Earth	Minor Water and Earth Damage	All
Supernova	–	Earth and Fire	Earth, Fire & Status Change	Major Earth and Fire Damage and chance of Confusion	All
Tempest	–	Water and Earth	Water and Earth	Moderate Water and Earth Damage	All
Thunderstorm	–	Wind and Water	Wind and Water	Major Wind and Water Damage	All
Typhoon	12	Wind	Wind	Major Wind Damage	All
Vigor	50	Holy	Holy	Recover moderate HP	All
Vitalize	20	Holy	Holy	Recover minor HP	All
Waterspout	0	Breath	Water	Causes Water Damage, varies with remaining HP	All
Weaken	1	Status Down	Mind	Defense down 20 percent	Single
Wild Shot	0	Physical	Melee	Damage multiplied by random number between 0.0 and 2.0	Single

Learned Skills

Learning Skills

Throughout the game, you come across enemies that possess attacks or skills you can learn. Such skills are relatively common, and you can usually learn several per dungeon—though they may be mostly doubles of skills you could learn elsewhere. To learn a skill, use the Guard command. If the enemy uses a skill that you can learn, your character gains the skill. You can then equip the skill on different party members in your camp.

While some skills become available simply by waiting for the enemy to use them, in many cases certain circumstances must exist before an enemy will use a particular skill. Most often, you must wait for a certain number of turns to pass, or cause a particular amount of damage.

Masters will also teach you some skills. To learn a skill, you must first find the master and become his or her apprentice. After that, fulfill certain conditions, and the skill is yours.

Learning Skill List

1. Wild Swing

AP: 0

Effect: Damage multiplied by a random number between 0.0 and 2.0

Target: Single

Obtained From

BeeTroop: Will use while it still has its shield
Armor: 75 percent chance of use on even-numbered turns
BttlSuit: Will use on even-numbered turns
Fungoid: Will use when blinded

2. Risky Blow

AP: 0
Effect: 40 percent chance of hit; Critical Hit if it does hit
Target: Single

Obtained From

BeeTroop: Will use once its shield is broken
Cyclops: Will use while it has its club

3. Shadowwalk

AP: 12
Effect: 100 percent chance of Critical Hit
Target: Single

Obtained From

Chingol: 50 percent chance of use after turn two
Army Bat: Will use when below 25 percent hit points
Master Bunyan: Do more than 8,000 damage in a single attack

4. Disembowel

AP: 0
Effect: Max HP temporarily reduced 10 percent; performs a critical hit
Target: Single

Obtained From

Shadow: 75 percent chance of use on even-numbered turns
Master Kryrik: Do more than a 70-hit combo attack

5. Super Combo

AP: 12
Effect: Number of hits equals the number of buttons you press
Target: Single

Obtained From

Master Una: Do more than 3,000 damage in a combo attack

6. Magic Ball

AP: 5
Effect: Causes damage based on 25 percent of the target's defense
Target: Single

Obtained From

Cairn: 50 percent chance of use after you cast earth elemental magic on them
Egg Gang: 25 percent chance of use
Diviner: Will use on odd-numbered turns
Master Rwolf: Do more than a 15-hit combo attack

7. Blitz

AP: 0
Effect: Randomly hits enemies with four to seven attacks; user loses 25 percent life
Target: All

Obtained From

Bilbao: 50 percent chance of use
Saruga: Will use after a member of its group is killed
Cyclops: Will use when blinded if it still has its club
Copycat: Chance of using on turn three
Master Una: Do more than 10,000 damage in a combo attack

8. SwordBreaker

AP: 2
Effect: Attack that does damage and lowers target's power 20 percent
Target: Single

Obtained From

Sepoy: High chance of use
Shade: Low chance of use

9. Megaphone

AP: 4
Effect: Increases all enemies' power 40 percent, decreases all enemies' defenses 40 percent
Target: All

Obtained From

Master Kryrik: Do more than a 30-hit combo attack

10. Snap

AP: 2
Effect: Attack that does damage and lowers target's defense 20 percent
Target: Single

Obtained From

Gold Fly: 40 percent chance of use on turn one
Mouse: 50 percent chance of use on turn one, 25 percent chance of use after
Rat Pack: 50 percent chance of use
Shade: Low chance of use
Bad Coil: 50 percent chance of use

11. Molasses

AP: 2
Effect: Attack that lowers the target's agility
Target: Single

Obtained From

Pusspool: 25 percent chance of use
Tar Baby: 25 percent chance of use
Shade: Low chance of use

12. Chlorine

AP: 2
Effect: Attack that has a chance of poisoning the target
Target: Single

Obtained From

Gasser: Will use after turn two
ToxicFly: 50 percent chance of use
Rat: Low chance of use
Gold Fly: 35 percent chance of use on turn one
Puppeteer: Low chance of use
Yaen: 75 percent chance of use on turn one
Angler: 25 percent chance of use

13. Knock Out

AP: 2
Effect: Attack that has a chance of putting the target to sleep
Target: Single

Obtained From

Krabby: Chance of using as long as it has its pincer
Bolt Trp: 40 percent chance of use
Puppeter: Low chance of use
Titan: Will use if there is a Shade in the battle

14. Feint

AP: 2
Effect: Attacks and confuses the target
Target: Single

Obtained From

Catrpilr: 25 percent chance of use, 75 percent chance below 25 percent HP
Cadaver: 50 percent chance of use, 75 percent chance below 25 percent HP
ZombieDr: 40 percent chance of use
Grunt A: 25 percent chance of use
Angler: 25 percent chance of use

15. Blind

AP: 2
Effect: Attack that has a chance of blinding the target
Target: Single

Obtained From

Scorpion: 50 percent chance of use
Decoy: 25 percent chance of use
MaskCrab: 50 percent chance of use
Grunt A: 25 percent chance of use

16. Muffle

AP: 2
Effect: Attack that has a chance of muting the target
Target: Single

Obtained From

Puppeter: Low chance of use
Saruga: 50 percent chance of use

17. Air Raid

AP: 4
Effect: Ranged attack that has a chance of stunning target
Target: Single

Obtained From

Ibomb: 40 percent chance of use
Crawler: 50 percent chance of use

18. Feign Swing

AP: 0
Effect: Nothing
Target: Self

Obtained From

Wyd: Low chance of use on turn three

19. Distracted

AP: 0
Effect: Nothing
Target: Self

Obtained From

CAP: 50 percent chance of use

20. Bad Back

AP: 0
Effect: Nothing
Target: Self

Obtained From

Wizard: 45 percent chance of use

21. Focus

AP: 0
Effect: Increases power
Target: Self

Obtained From

Sepoy: Low chance of use on even-numbered turns
Marl: 12.5 percent chance of use when ally injured
Master Kahn: Fight more than 300 battles

22. Concentrate

AP: 0
Effect: Magic power up
Target: Self

Obtained From

StarGazr: Will use on even-numbered turns
Diviner: Will use on even-numbered turns
Evoker: Will used on even-numbered turns
Master Abbess: Defeat more than 70 enemies

23. Resist

AP: 3
Effect: Protects against attacks for one turn
Target: Self

Obtained From

Gold Gang: Will use after turn two
A-Tur: Low chance of use
Glebe: Will use when ally injured
Master Lyta: Ryu must be at least level 30

24. Counter

AP: 1
Effect: 100 percent chance of counterattacking
Target: Self

Obtained From

Mask: 75 percent chance of use on turn one, 50 percent chance of use after
Skullen: Will use on odd-numbered turns
Master Bunyan: Do more than 5,000 damage in a single attack

25. Supplication

AP: 0
Effect: Healing Magic +1, Dodge chance +50 percent
Target: Self

Obtained From

Master Lyta: Ryu must be at least level 20

26. Last Resort

AP: 0
Effect: Adds your defense to your power and gives you a defense of zero
Target: Self

Obtained From

Bilbao: 75 percent chance of use on turn one

27. Celerity

AP: 0
Effect: Doubles power, defense, agility, and wisdom once every three hours
Target: Self

Obtained From

Master Abbess: Defeat more than 100 enemies

28. Final Hope

AP: 0
Effect: Become invincible for three turns, but then you die. Can only be used once every three hours.
Target: Self

Obtained From

Master Bunyan: Do more than 12,000 damage in a single attack

29. Shout

AP: 0
Effect: Chance of stunning everyone in the battle
Target: All

Obtained From

Master Kahn: Fight more than 400 battles

30. Sanctuary

AP: 8
Effect: All assistance magic is canceled out
Target: Everyone

Obtained From

Won-Qu: Low chance of use
A-tur: Low chance of use
Astral: Low chance of use
Master Abbess: Defeat more than 85 enemies

31. Command

AP: 0
Effect: Sets a target for others to attack; works even for confused allies
Target: Single

Obtained From

Red CAP: Must be a Cap present in the battle
Bad Coil: Must be a Mud Pup present in the battle

32. Rest

AP: 0
Effect: Recover 50 HP and 5 AP
Target: Self

Obtained From

Eye Goo: High chance of use after turn six
Yaen: Will use after turn two

33. Snooze

AP: 0
Effect: Recover max HP and AP, but get put to Sleep
Target: Self

Obtained From

Tadpole: Will use when it has at least 50 percent HP
Mud Pup: Chance of use on turn two

34. Palliate

AP: 20
Effect: Restores HP and cure status ailments
Target: Single

Obtained From

Lampkin: Will use after you employ either a Croc Tear or Moon Tear on them

35. Transfer

AP: 20
Effect: Gives 20 AP to another character
Target: Single

Obtained From

Istalk: Will use on ally with more than 50 percent HP remaining

36. Benediction

AP: 45
Effect: Chance of reviving dead party members with 25 percent HP
Target: All

Obtained From

Master Lyta: Ryu must be at least level 35

37. Steal

AP: 0
Effect: Steal an item from an enemy. The chance of stealing the item equals the chance of the monster dropping it.
Target: Single

Obtained From

Master Stoll: Get more than 80 different types of items

38. Pilfer

AP: 0
Effect: Steal an item from an enemy and do damage at the same time. The chance of stealing the item equals the chance of the monster dropping it.
Target: Single

Obtained From

Master Una: Do more than 1,500 damage in a combo attack

39. Monopolize

AP: 0
Effect: All experience earned from battle goes to the user
Target: Self

Obtained From

Master Marlok: Bring him an ElectrumBall

40. Charm

AP: 3
Effect: Increase chance of items being dropped at end of battle
Target: Single

Obtained From

Master Marlok: Bring him a Copper Ball

41. Double Blow

AP: 3
Effect: Attacks two times
Target: Single

Obtained From

LizardMn: Chance of use after turn two
NutTroop: Chance of use
Egg Gang: 25 percent chance of use
MaskCrab: Will use if you perform a five-hit combo
Guardian: Chance of use on turn two
BoltArch: 25 percent chance of use
Kolpum: Will use prior to an elemental spell being cast on it

42. Multistrike

AP: 5
Effect: Randomly attacks between one and three times
Target: Single

Obtained From

Karon: 25 percent chance of use
BoltArch: Will use if ally dies

43. Triple Blow

AP: 8
Effect: Attack three times in a row
Target: Single

Obtained From

Gecko: Will use after turn two
Horseman: 25 percent chance of use
Guardian: Will use after turn three

44. Oracle

AP: 2
Effect: Attack using wisdom in place of power. Does 2 times the damage on demons.
Target: Single

Obtained From

Master Momo: Play the game more than 40 hours.

45. Spray

AP: 2
Effect: Attack using defense in place of power. Does 2 times the damage on insects.
Target: Single

Obtained From

Master Momo: Play the game more than 25 hours

46. Clip

AP: 2
Effect: Attack using agility in place of power. Does 2 times the damage on plants.
Target: Single

Obtained From

Master Momo: Play the game more than 30 hours

47. SpiritBlast

AP: 0
Effect: Attack that ignores target's defense
Target: Single

Obtained From

Cyclops: Will use once its club is broken
Titan: Will use after his Shade dies
DeathBot: Chance of use after turn four
Master Kryrik: Do more than a 40-hit combo attack

48. Cleave

AP: 3
Effect: Attack that ignores targets' defense
Target: All

Obtained From

Gecko: Will use after turn two
Rider: Chance of use on even-numbered turns
Master Kryrik: Do more than a 50 hit combo attack

49. Flame Strike

AP: 2
Effect: Attack that does fire-based damage
Target: Single

Obtained From

Snapfly: 50 percent chance of use
Kolpum: Will use after you cast a fire elemental spell on it
Drake: Will use after you cast a fire elemental spell on it
Fire Ant: Will use while it still has its shield

50. Wind Strike

AP: 2
Effect: Attack that does wind-based damage
Target: Single

Obtained From

LizardMn: Chance of use after turn two
Kolpum: Will use after you cast a wind elemental spell on it

51. Frost Strike

AP: 2
Effect: Attack that does water-based damage
Target: Single

Obtained From

BlueBall: Will use after you cast a water-elemental spell on them
Kolpum: Will use after you cast a water-elemental spell on them

52. Searing Sand

AP: 2
Effect: Attack that does earth-based damage
Target: Single

Obtained From

Kolpum: Will use after you cast an earth elemental spell on it
Sandclaw: 50 percent chance of use

53. Holy Strike

AP: 2
Effect: Attack that does holy-based damage
Target: Single

Obtained From

Kolpum: Will use after you cast a holy elemental spell on it
Master Lyta: Ryu must be at least level 25

54. Backhand

AP: 0
Effect: Chance of leaving the target with 1 HP
Target: Single

Obtained From

Master Bunyan: Do more than 3,000 damage in a single attack

55. Timed Blow

AP: 13
Effect: User does damage equal to their remaining HP, and then dies
Target: Single

Obtained From

BlackGoo: Will use at 25 percent HP
Gonger: Will use after it is attacked
Baby Goo: Chance of use near death

56. Coward's Way

AP: 2
Effect: Damage determined by the number of times you have retreated from battles
Target: Single

Obtained From

Master Stoll: *Get more than 120 different types of items*

57. Reversal

AP: 0
Effect: The fewer HP the user has, the more damage it does.
Target: Single

Obtained From

SaltClaw: Will use when low in HP
MaskCrab: Do more than a 10-hit combo

58. Egghead

AP: 0
Effect: User is transformed into an egg
Target: Self

Obtained From

Master Momo: Play the game more than 50 hours

59. Douse

AP: 1
Effect: Target's fire resistance becomes zero
Target: Single

Obtained From

GntRoach: Will use when a Drake is in the battle
Tar Baby: Will use when a Fire Ant is in the battle

60. Curse

AP: 13
Effect: Chance of cutting targets' HP in half
Target: All

Obtained From

Karon: Will use while its Shade is still alive
Poppy: Will use after you use either a Croc Tear or Moon Tear on it
Angler: 12.5 percent chance of use below 50 percent HP, 25 percent chance of use below 25 percent HP

61. Sacrifice

AP: 13
Effect: Chance of targets' HP being reduced to one, user is killed
Target: All

Obtained From

Istalk: Will use when they are the only enemies left
Ibomb: Chance of use below 25 percent HP

62. Faerie Breath

AP: 20
Effect: Heal all of your characters HP, a chance of curing status ailments
Target: Party

Obtained From

Master Njomo: Once you have 12 or more Faeries in the Faerie Village

63. War Shout

AP: 20
Effect: Raise power of front row
Target: Party

Obtained From

Master Njomo: Once you have 16 or more Faeries in the Faerie Village

64. Faerie Attack

AP: 20
Effect: Faeries drop bombs on the enemies
Target: All

Obtained From

Master Njomo: Once you have eight or more Faeries in the Faerie Village

65. Faerie Charge

AP: 20
Effect: Faeries circle and then attack random enemies
Target: All

Obtained From

Master Njomo: Once you have 20 or more Faeries in the Faerie Village

66. Ebonfire

AP: 9
Effect: Non-elemental magic attack
Target: Single

Obtained From

BlackGoo: Will use if Ryu is above level 50
Gulper: 12.5 percent chance of use when they have sufficient AP. They start with none, so you must refill them with an item.
Dragonne: Low chance of use

67. Roulette

AP: 0
Effect: A randomly chosen enemy or ally randomly does one of its attacks on a random target. Now that's a lot of randomness!
Target: Self

Obtained From

Master Mariock: Bring him a PlatinumBall

68. Mind Flay

AP: 2
Effect: 50 percent damage and can lower wisdom 20 percent
Target: Single

Obtained From

BoltArch: 25 percent chance of use
Cracker: 75 percent chance of use in the first turn, 50 percent chance of use after

69. Burn

AP: 1
Effect: Causes minor fire damage
Target: Single

Obtained From

Mage Goo: 50 percent chance of use
Baby Goo: 50 percent chance of use
Drake: 50 percent chance of use
MorphGoo: 25 percent chance of use
Joh: 25 percent chance of use

70. Eddy

AP: 2
Effect: Causes minor wind damage
Target: Single

Obtained From

Wyd: Chance of use on turn three
MorphGoo: 25 percent chance of use
Master Rwolf: Do more than five hits in a combo attack

71. Icicle

AP: 4
Effect: Causes moderate water damage
Target: Single

Obtained From

GooCount: Will use if you do more than a five-hit combo in turn one
Icebeak: Will use after another Icebeak dies
MorphGoo: 25 percent chance of use

72. Plateau

AP: 5
Effect: Causes moderate earth damage
Target: Single

Obtained From

MorphGoo: 25 percent chance of use
Master Rwolf: Do more than 10 hits in a combo attack

73. Target

AP: 1
Effect: Unavoidable attack that only does half damage
Target: Single

Obtained From

Sporeon: Chance of use
Shadow: 75 percent chance of use on odd-numbered turns
Stingfly: 25 percent chance of use
EliteTrp: 25 percent chance of use

74. Tiger Fist

AP: 6
Effect: Attack that combines power and agility to determine both damage and accuracy
Target: All

Obtained From

Master Kahn: Fight more than 500 battles

75. Flex

AP: 0
Effect: Chance of poisoning everyone
Target: All

Obtained From

Master Kahn: Fight more than 600 battles

76. Flame Pillar

AP: 8
Effect: Causes major fire damage
Target: Single

Obtained From

MorphGoo: 25 percent chance of use
Master Rwolf: Do more than 20 hits in a combo attack

Item & Equipment Lists

Items

Recovery Items

Item Name	Effect	Target	Used	Cost
Ambrosia	Recover all Dragons' HP	Ryu and Fou-Lu	Battle	5,000 z
Ammonia	Revive defeated character with 25% of his or her HP	Single	Both	250 z
Antidote	Cure Poison	Single	Both	12 z
Apple	Recover 100 HP	Single	Both	10 z
Berries	Recover 50 HP	Single	Both	8 z
Croc Tear	Recover 20 HP and chance of curing Status Ailments	Single	Both	4 z
Eye Drops	Cure Blindness	Single	Both	14 z
Healing Herb	Recover 300 HP	Single	Both	20 z
Jabbergrass	Cure Muteness	Single	Both	20 z
Moon Tears	Recover all HP and cures all Status Ailments	All	Both	2,000 z
MultiVitamin	Recover 1,500 HP	Single	Both	500 z
Panacea	Cures all Status Ailments	Single	Both	100 z
Rice Ball	Recover 1,500 HP	Single	Both	300 z
SuperVitamin	Recover all HP	Single	Both	800 z
Vitamin	Recover 800 HP	Single	Both	100 z
Vitamins	Recover 1,000 HP	Party	Both	1,000 z
Wisdom Fruit	Recover 150 AP	Single	Both	2,500 z
Wisdom Seed	Recover 30 AP	Single	Both	800 z

Statistic Up Items

Item Name	Effect	Target	Used	Cost
Dark Draught	Chance of Critical Hit, Learning, Counterattacks, and Accuracy + 10% until you rest	Single	Field	2,800 z
Dodge Seed	Dodge +20% until you rest	Single	Field	280 z
Dragon Scale	Defense up 20% temporarily	Single	Battle	200 z
Draught +	Power, Defense, Agility, and Wisdom +10 until you rest	Single	Field	2,500 z
Draught	Power, Defense, Agility, and Wisdom +5 until you rest	Single	Field	1,000 z
Earth Seed	Earth Resistance +2 until you rest	Single	Field	300 z
Elixer +	All Elemental Resistance +2 until you rest	Single	Field	3,000 z
Elixer	All Elemental Resistance +1 until you rest	Single	Field	1,200 z
Fire Seed	Fire Resistance +2 until you rest	Single	Field	300 z
Fish-head	Wisdom +1	Single	Field	400 z
Ginseng	Power up 20% temporarily	Single	Battle	200 z
Hard Seed	Defense +10 until you rest	Single	Field	250 z
Headband	Wisdom up 20% temporarily	Single	Battle	200 z
Holy Seed	Healing Magic Strength +1 until you rest	Single	Field	700 z
Life Shard	Max HP +10	Single	Field	400 z
Magic Shard	Max AP +1	Single	Field	400 z
Phoenix Seed	Death Resistance +2 until you rest	Single	Field	300 z
Power Food	Power +1	Single	Field	400 z
Protein	Defense +1	Single	Field	400 z
Reflex Seed	Accuracy +15% until you rest	Single	Field	280 z
Sage Seed	Wisdom +10 until you rest	Single	Field	250 z
Sight Seed	Chance of Learning +50% until you rest	Single	Field	280 z
Speed Seed	Agility +10 until you rest	Single	Field	250 z
Spirit Seed	Mind Resistance +2 until you rest	Single	Field	300 z
StrengthSeed	Power +10 until you rest	Single	Field	250 z
Strike Seed	Chance of Critical Hit +10% until you rest	Single	Field	280 z
Swallow Eye	Agility +1	Single	Field	400 z
Target Seed	Chance of Counterattack +20% until you rest	Single	Field	280 z
Vigor Seed	Status Change Resistance +2 until you rest	Single	Field	300 z
Wassail +	Mind and Status Change Resistance +3 until you rest	Single	Field	3,000 z
Wassail	Mind and Status Change Resistance +1 until you rest	Single	Field	1,200 z
Water Seed	Water Resistance +2 until you rest	Single	Field	300 z
Wind Seed	Wind Resistance +2 until you rest	Single	Field	300 z

Offensive Items

Item Name	Effect	Target	Used	Cost
Belladonna	Instantly kill target	Single Enemy	Battle	200 z
Dynamite	Causes major Earth damage	All Enemies	Battle	500 z
Electrode	Causes moderate Earth damage	Single Enemy	Battle	250 z
Firecracker	Causes major Fire damage	Single Enemy	Battle	700 z
FlashGrenade	Blinds target	Single Enemy	Battle	100 z
Icicle	Causes major Water damage	All Enemies	Battle	600 z
Knockout Gas	Puts target to sleep	Single Enemy	Battle	100 z
Molotov	Causes minor Fire damage	Single Enemy	Battle	100 z
Mouth Gag	Mutes target	Single Enemy	Battle	100 z
Napalm	Causes moderate Fire and Wind damage	All Enemies	Battle	800 z
Poison Powder	Poisons target	Single Enemy	Battle	100 z
Straw	Absorb HP from target	Single Enemy	Battle	20 z
Taser	Causes major Wind and Water damage	All Enemies	Battle	1,200 z
Void Sphere	Causes major Wind damage	All Enemies	Battle	500 z
Water Bomb	Causes minor Water damage	Single Enemy	Battle	100 z
Weather Vane	Causes minor Wind damage	Single Enemy	Battle	100 z

Other Items

Item Name	Effect	Target	Used	Cost
Aurum	Assign learned skills in camp	–	Field	10 z
Bird Drop	None	–	Both	2 z
Ivory Dice	Increases Zenny and experience received in combat	Single Enemy	Battle	500 z
Rotten Meat	None	–	Both	2 z
ScorchedRice	None	–	Both	2 z

Fish

Item Name	Effect	Target	Used	Cost
Acheron	Poisons everyone	Everyone	Both	250 z
Angelfish	Revive defeated character with 50% of his or her HP	Single Enemy	Battle	350 z
Angler	Causes major Water and Earth damage	All Enemies	Battle	1,000 z
Barandy	Recover all HP and cures all Status Ailments	Single	Both	1,400 z
Bass	Recover 500 HP	Single	Both	70 z
Black Bass	Recover 1,200 HP	Single	Both	250 z
Black Porgy	Recover 100 AP	Single	Both	1,000 z
Blowfish	Cures Poison	Single	Both	80 z
Blue Gill	Causes minor Water damage	Single Enemy	Battle	150 z
Browntail	Defense up 20% temporarily	Single	Battle	200 z
Bullcat	Causes moderate Earth and Fire damage	All Enemies	Battle	600 z
Dorado	Recover 800 HP	Party	Both	800 z
Flatfish	Cures all Status Ailments	Single	Both	300 z
Flying Fish	Recover 100 HP and chance of curing Status Ailments	Single	Both	30 z
Jellyfish	Recover 50 HP	Single	Both	4 z
Man-o'-War	Recover 50 HP	Single	Both	4 z
MartianSquid	Nullifies assist magic	Everyone	Battle	400 z
Moorfish	75% chance of reviving defeated character with 1 HP	Single	Battle	100 z
Octopus	Blinds targets	All Enemies	Battle	400 z
Piranha	Recover 150 HP	Single	Both	30 z
RainbowTrout	Power up 50% temporarily	Single	Battle	300 z
Salmon	Recover 30 AP	Party	Both	1,000 z
Sea Bass	Recover 400 HP	Single	Both	30 z
Sea Bream	Recover 30 AP	Single	Both	350 z
Spearfish	Recover 1,500 HP	Party	Both	1,500 z
Sturgeon	75% chance of reviving defeated characters with 25% of their HP	Party	Battle	1,800 z
Sweetfish	Recover 5 AP	Single	Both	20 z
Trout	Recover 10 AP	Single	Both	50 z
Tuna	Recover all HP	Single	Both	700 z
Whale	Recover all HP and cures all Status Ailments	Party	Both	2,000 z

Meats

Item Name	Effect	Target	Used	Cost
Flank	Recover 10 AP	Single	Both	300 z
Loins	Recover 800 HP	Party	Both	800 z
Ribs	Recover 300 HP	Single	Both	20 z
Roast	Recover 500 HP and chance of curing Status Ailments	Single	Both	100 z

Unique and Rare Items

Item Name	Effect	Target	Used	Cost
Bent Screw	Can make armor for Ershin	–	–	10 z
Burnt Plug	Can make armor for Ershin	–	–	50 z
Dirty Filter	Can make armor for Ershin	–	–	20 z
Faerie Drop	Used to make King's Sword	–	–	None
Glass Shard	Can make armor for Ershin	–	–	30 z
Iron Scraps	Can make armor for Ershin	–	–	20 z
Mozweed	Cures all Status Ailments and can be used to make medicine	Single	Both	100 z
Old Tire	Can make armor for Ershin	–	–	40 z
Rusty Pipe	Can make armor for Ershin	–	–	80 z
Ship Parts	Used to make Sandflier Parts	–	–	None
Stamp Card	Used to make Sandflier Parts	–	–	None

Equipment

Weapons

Name	Hits	Power	Destruct	Weight	Element	Cost	Notes	User(s)	Found
Arquebus	1	70	1	2	–	6,800	–	Ursula	Shop
Ascension	1	95	3	6	Holy	16,000	Critical Hit +5%	Ryu,Scias	Dungeon
Atomic Punch	1	93	5	1	–	10,000	–	Ershin	Dungeon
Bamboo Stick	1	8	2	3	–	130	–	Cray	Shop
Barbarossa	1	112	1	8	–	18,000	–	Ryu,Scias	Shop
Bastard Sword	1	42	3	6	–	3,200	–	Ryu	Shop
Baton	1	5	1	1	–	50	–	Nina	Nina start
Battle Rod	1	61	2	2	–	6,200	–	Nina	Shop
Biter	2	30	2	3	–	4,500	Critical Hit +3%	Scias	Shop
BlessedStaff	1	84	2	2	Holy	12,000	Can cast Heal, Holy and Death Resistance +1	Nina	Shop
Bowie Knife	1	10	1	1	–	150	–	Ryu,Scias	Shop
Broad Sword	1	38	4	8	–	2,600	Defense +5	Ryu,Scias	Manillo
Broken Sword	1	4	1	2	–	None	–	Ryu	Event
Chopsticks	1	2	1	0	–	40	Increased damage on Flies	Scias	Manillo
Claymore	1	56	2	8	–	5,200	–	Ryu,Scias	Shop
Cleaver	1	119	5	10	–	26,000	Damage times 1.5 on Dragons	Scias	Monster
Crusher	1	86	5	8	–	9,400	–	Cray	Shop
Cudgel	1	115	8	10	–	20,000	–	Cray	Shop
Culverin	1	108	1	6	–	30,000	Accuracy +20%, Critical Hit +5%	Ursula	Manillo
Cursed Sword	1	90	6	2	–	48,000	Damage modified by remaining HP: lose 1/16th of your HP each turn	Ryu	Monster
DamascusSwd	1	104	4	5	–	14,500	–	Ryu,Scias	Shop
Dragon Blade	1	128	4	8	–	60,000	Can cast Might; damage times 1.5 on Dragons	Ryu	Dungeon
Dragonslayer	1	70	7	15	–	None	–	Ryu	Event
Drill Punch	1	32	7	1	–	1,800	–	Ershin	Dungeon
Earth Claws	1	26	3	1	Earth	1,300	–	Ershin	Manillo
Earthbreaker	1	126	6	12	Earth	32,000	Can cast Stone Pillar	Cray	Monster
Electrifier	1	110	1	2	–	16,000	–	Ursula	Dungeon
Feather Sword	1	88	3	1	–	9,600	–	Ryu,Scias	Shop
Firangi	2	58	1	2	–	8,600	–	Ryu,Scias	Monster
Flail	2	45	5	13	–	7,800	–	Cray	Manillo
Flame Punch	1	20	3	1	Fire	550	–	Ershin	Monster
Flame Sword	2	35	1	2	Fire	4,800	–	Ryu,Scias	Monster

Weapons (cont'd)

Name	Hits	Power	Destruct	Weight	Element	Cost	Notes	User(s)	Found
Flamethrower	1	60	2	4	Fire	9,000	Can cast Fireblast	Ursula	Shop
Flintlock	2	42	1	2	–	3,200	–	Ursula	Shop
Fork	1	14	2	1	–	300	20% chance of Blinding target	Ershin	Monster
Ghostbuster	1	85	2	1	–	15,000	Damage times 1.5 on Demons	Ershin	Dungeon
Giant Club	1	99	5	16	–	12,000	25% chance of Stunning target	Cray	Monster
GooKingSwd	1	152	3	4	–	60,000	–	Ryu	Monster
Hidden Dagger	1	42	1	2	–	4,900	Chance of Instant Kill	Scias	Monster
Homing Bomb	1	40	2	1	–	3,500	Always hits	Ershin	Dungeon
Ice Blade	1	50	2	8	Water	4,200	Puts target to Sleep	Scias	Shop
Ice Punch	1	20	3	1	Water	550	–	Ershin	Monster
Jang'do	2	22	1	3	–	2,000	–	Scias	Scias Start
Katzbalger	1	30	2	4	–	1,800	–	Ryu, Scias	Shop
King's Sword	1	12	1	2	Holy	None	Can cast Protect	Ryu	Ryu Start
Linked Pole	1	133	4	8	–	48,000	Damage affected by enemy's Power	Cray	Manillo
Log	1	13	3	4	Earth	400	–	Cray	Cray Start
Mace	1	43	4	6	–	3,300	–	Cray	Shop
Magic Wand	1	18	1	2	–	800	Concentration +3	Nina	Shop
Mass Driver	1	104	7	1	–	17,000	–	Ershin	Monster
Moon Sword	1	28	1	4	–	1,500	–	Ryu, Scias	Monster
Mortar	1	102	2	6	Fire	24,000	–	Ursula	Shop
MultiGun	2	40	1	2	–	2,500	–	Ursula	Monster
Nunchaku	1	145	7	8	–	32,000	Critical Hit +5%	Cray	Monster
Ouroboros	1	96	3	2	–	28,000	Can cast Raise Dead; Death and Status Change Resistance +2	Nina	Monster
PiercingEdge	1	72	3	5	–	7,200	Can cast Weaken	Ryu, Scias	Shop
PointedStick	1	2	1	1	–	10	–	Nina	Dungeon
Power Glove	1	95	4	1	–	22,000	If target is below 25% life then Critical Hit +20%	Ershin	Monster
Quarterstaff	1	54	4	7	–	5,000	–	Cray	Shop
Raptor Claws	1	24	3	1	Wind	800	–	Ershin	Dungeon
Red Knuckles	1	12	2	1	–	200	–	Ershin	Ershin Start
Reed Baton	1	28	1	2	–	1,600	–	Nina	Shop
Render	2	50	2	6	Water	60,000	Can cast Frost	Scias	Manillo
Repeater	2	82	1	6	–	22,000	–	Ursula	Manillo
Rocket Punch	1	51	4	1	–	4,300	–	Ershin	Dungeon
Royal Sword	2	96	5	6	Holy	None	Can cast Drain	Ryu	Fou-Lu Start
Ruby Scepter	1	30	1	2	Fire	2,000	–	Nina	Manillo
Runestaff	1	72	2	2	–	8,000	Concentration +5, Wisdom +10	Nina	Shop
Rusted Sword	1	40	2	2	–	None	Kill 1,000 enemies and it becomes Slayer	Ryu, Scias	Secret Shop
Sage's Staff	1	12	1	2	–	230	Wisdom +5	Nina	Shop
Scattershot	1	35	1	4	–	3,600	–	Ursula	Ursula Start
Scramasax	2	13	1	2	–	1,200	–	Ryu, Scias	Shop
Short Sword	1	15	1	3	–	480	–	Ryu, Scias	Shop
Skull Staff	1	13	1	2	–	1,300	Chance of Instant Kill	Nina	Monster
Slayer	2	80	2	4	–	40,000	Absorb 1/8 damage into HP, 1/16 chance of attacking ally	Ryu, Scias	RustedSwd
Slicer	2	78	3	4	–	20,000	–	Ryu, Scias	Monster
Sparkler	1	50	1	4	Fire	5,000	–	Ursula	Shop
Spiked Rod	1	35	3	5	–	2,200	–	Cray	Shop
Steel Bat	1	25	3	5	–	1,000	–	Cray	Shop
Stone Club	1	65	4	6	–	7,000	–	Cray	Shop
Stunner	1	70	4	1	–	7,700	25% chance of Stunning enemy	Ershin	Monster
Taegum	2	36	1	4	–	3,000	–	Scias	Shop
Toxic Claws	1	62	3	1	–	5,800	20% chance of Poisoning target	Ershin	Dungeon
Wand of Air	1	38	2	1	Wind	3,600	Can cast Sever	Nina	Shop
WardingStaff	1	56	2	3	–	4,800	Magic Resistance +1	Nina	Dungeon
Weather Wand	1	48	2	2	Wind	5,000	–	Nina	Shop

Armor

Name	Defense	Weight	Cost	Notes	Ryu	Nina	Cray	Scias	Ursula	Ershin	Found
Amber Bplate	28	4	3,000	–	Yes	–	Yes	Yes	Yes	–	Ursula Start
Angel's Vest	94	4	25,000	Holy Power +1	–	Yes	–	–	Yes	–	Monster
Armored Vest	60	4	7,200	Ranged Resistance +2	Yes	Yes	Yes	Yes	Yes	–	Shop
AsbestosArmr	26	4	2,700	–	Yes	–	Yes	Yes	–	–	Shop

Armor (cont'd)

Name	Defense	Weight	Cost	Notes	Ryu	Nina	Cray	Scias	Ursula	Ershin	Found
BlizzardMail	66	6	9,300	Wind & Water Resistance +2, Fire & Earth Resistance -1	Yes	–	Yes	Yes	–	–	Shop
Booster	20	5	–	Casts Firewind when counterattacking	–	–	–	–	–	Yes	Can be made
Brigandine	35	5	4,800	–	Yes	–	Yes	Yes	–	–	Shop
Burglar Garb	77	5	12,000	Critical Hit +10%	–	–	–	–	Yes	–	Dungeon
Chain Cap	10	4	600	–	Yes	–	Yes	Yes	–	–	Shop
Chopam Plate	50	8	32,000	Melee, Ranged, and Magic Resistance +1	–	–	–	–	–	Yes	Monster
Clothing	4	2	150	–	Yes	Yes	Yes	Yes	Yes	–	Ryu Start
Crepe Cape	12	2	730	–	–	Yes	–	–	Yes	–	Shop
Cuirass	13	4	840	–	Yes	–	Yes	Yes	Yes	–	Shop
DamascusMail	88	6	23,000	–	Yes	–	Yes	Yes	Yes	–	Shop
Defender	30	5	–	Automatically casts Barrier	–	–	–	–	–	Yes	Can be made
Diana'sDress	83	5	13,000	Mind, Status Change, and Death Resistance +2	–	Yes	–	–	Yes	–	Shop
Dragon Armor	96	8	38,000	Breath Resistance +2	Yes	–	–	–	–	–	Dungeon
Earth Armor	30	5	–	Earth Resistance +1	–	–	–	–	–	Yes	Can be made
Earth Rig	30	5	–	Earth Resistance +3, Wind Resistance -1	–	–	–	–	–	Yes	Can be made
Fancy Dress	5	2	170	–	–	Yes	–	–	Yes	–	Start
FightingRobe	23	3	2,500	–	Yes	Yes	Yes	Yes	Yes	–	Shop
Fire Rig	30	5	–	Fire Resistance +3, Water Resistance -1	–	–	–	–	–	Yes	Can be made
Flame Armor	30	5	–	Fire Resistance +1	–	–	–	–	–	Yes	Can be made
Force Armor	82	7	15,000	Can cast Barrier, Magic Resistance +1	Yes	–	Yes	Yes	–	–	Manillo
Full Plate	47	8	6,000	–	Yes	–	Yes	Yes	–	–	Shop
Gargantua	25	8	None	–	–	–	–	–	–	Yes	Ershin Start
Gideon'sGarb	93	10	35,000	Attack +10	–	–	Yes	–	–	–	Monster
Gravedigger	20	5	–	Casts Eruption when counterattacking	–	–	–	–	–	Yes	Can be made
Heavy Armor	40	10	–	–	–	–	–	–	–	Yes	Can be made
Holy Robe	64	4	8,200	Mind, Status Change, and Death Resistance +1	–	Yes	–	–	–	–	Manillo
Hydro Armor	30	5	–	Water Resistance +1	–	–	–	–	–	Yes	Can be made
Hydro Rig	30	5	–	Water Resistance +3, Fire Resistance -1	–	–	–	–	–	Yes	Can be made
King's Armor	100	7	30,000	Can cast Focus	–	–	–	Yes	–	–	Monster
Leather Armor	5	2	220	–	Yes	–	Yes	Yes	–	–	Shop
Lgt.Clothing	34	0	4,500	Can cast Speed	Yes	Yes	–	Yes	Yes	–	Dungeon
Life Armor	90	9	50,000	Recover 100 HP at the end of every turn	Yes	–	Yes	Yes	–	–	Manillo
Light Armor	10	0	–	Agility +20, Dodge +10%	–	–	–	–	–	Yes	Can be made
Lightning	0	0	–	Agility +40, Dodge +20%	–	–	–	–	–	Yes	Can be made
Maelstrom	20	5	–	Casts Storm when counterattacking	–	–	–	–	–	Yes	Can be made
Mage's Robe	19	3	2,300	Magic Resistance +1	–	Yes	–	–	–	–	Shop
Magma Armor	66	6	9,300	Fire & Wind Resistance +2, Wind & Water Resistance -1	Yes	–	Yes	Yes	–	–	Shop
ManlyClothes	17	3	2,000	Revives wearer when defeated and breaks	Yes	–	Yes	Yes	–	–	Dungeon
Midas' Armor	25	5	5,000	Turns damage into money	Yes	–	Yes	Yes	Yes	–	Secret Shop
Mist Armor	93	8	40,000	Mind, Status Change, and Death Resistance +2	Yes	–	Yes	Yes	–	–	Shop
Mithril Rig	50	15	–	–	–	–	–	–	–	Yes	Can be made
MithrilArmor	64	5	8,000	–	Yes	–	Yes	Yes	Yes	–	Shop
Orihalcyon	30	5	–	Critical Hit +20%	–	–	–	–	–	Yes	Can be made
Panzer	20	5	–	Casts Jolt when counterattacking	–	–	–	–	–	Yes	Can be made
Party Dress	25	4	2,500	–	–	Yes	–	–	Yes	–	Shop
PhantomDress	75	6	9,000	Holy Resist –3; Mind, Status Change, & Death Resist increased	–	Yes	–	–	Yes	–	Monster
Psychometer	20	5	–	Wisdom +20	–	–	–	–	–	Yes	Can be made
Quicksilver	30	5	–	Automatically casts Speed	–	–	–	–	–	Yes	Can be made
Ranger Garb	16	3	1,500	Fire Resistance +2	Yes	Yes	Yes	Yes	Yes	–	Shop
Robe of Wind	44	0	6,500	Wind Resistance +2, Dodge +5%	–	Yes	–	–	Yes	–	Shop
Royal Armor	102	8	None	–	Yes	–	–	–	–	–	Fou-Lu Start
Sage's Frock	50	4	7,000	Wisdom +5	–	Yes	–	–	–	–	Shop
Scale Mail	20	5	2,100	–	Yes	–	Yes	Yes	–	–	Shop
Short Skirt	32	1	3,200	Magic Resistance -1	–	Yes	–	–	Yes	–	Shop
Silver Mail	54	5	6,800	–	Yes	–	Yes	Yes	–	–	Shop
Spirit Armor	15	5	–	Wisdom +10	–	–	–	–	–	Yes	Can be made
Star Dress	92	6	38,000	Concentration +5	–	Yes	–	–	–	–	Monster
Steel Bplate	17	3	1,300	–	Yes	–	Yes	Yes	Yes	–	Monster
Stout Mail	30	5	–	–	–	–	–	–	–	Yes	Can be made
Waistcloth	8	2	320	–	Yes	Yes	Yes	Yes	Yes	–	Shop
Wetsuit	30	7	3,500	Water Resistance +2	Yes	Yes	Yes	Yes	Yes	–	Dungeon
Whirlwind	30	5	–	Wind Resistance +3, Earth Resistance -1	–	–	–	–	–	Yes	Can be made
Wind Armor	30	5	–	Wind Resistance +1	–	–	–	–	–	Yes	Can be made
Wolf Skin	72	4	9,500	–	Yes	Yes	–	Yes	Yes	–	Shop

Optional Equipment

Name	Type	Defense	Weight	Notes	Cost	R/I	Nina	Cray	Scias	Ursula	Ershin	Found
Artemis' Cap	Head	4	1	Accuracy +25%	6,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Astral Ward	Ring	0	0	Magic Resist +2, Melee & Ranged Resist -1	18,000	Yes	Yes	Yes	Yes	Yes	Yes	Manillo
Aura Ring	Ring	0	0	Mind Resistance +1	500	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Balance Ring	Head	4	2	Can't be Confused	3,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Bandana	Head	2	1	–	30	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Barrier Ring	Ring	0	0	Mind Resistance +3	5,000	Yes	Yes	Yes	Yes	Yes	Yes	Dungeon
Bell Collar	Boots	3	2	Increases chance of random combat	10,000	–	Yes	–	–	Yes	–	Manillo
Body Ward	Ring	0	0	Melee & Ranged Resist +2, Magic Resist -1	18,000	Yes	Yes	Yes	Yes	Yes	Yes	Manillo
Brass Helm	Head	3	2	–	90	Yes	–	Yes	Yes	–	Yes	Shop
BronzeShield	Head	7	2	–	380	Yes	Yes	Yes	Yes	Yes	Yes	Monster
Buckler	Head	13	3	–	1,200	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Combat Boots	Boots	15	3	–	5,000	Yes	Yes	Yes	Yes	Yes	Yes	Ursula start
Coupons	Ring	0	0	Items are 20% cheaper in shops	2,500	Yes	Yes	Yes	Yes	Yes	Yes	Manillo
Cupid's Lyre	Boots	3	1	Recover 10 HP each step or 50 HP each turn	15,000	Yes	Yes	Yes	Yes	Yes	Yes	Monster
DamascusHelm	Head	19	4	–	11,000	Yes	–	Yes	Yes	–	Yes	Dungeon
Demon's Helm	Head	12	3	–	1,000	Yes	–	Yes	Yes	–	Yes	Monster
Diamond Ring	Ring	0	0	Death Resistance +1	3,000	Yes	Yes	Yes	Yes	Yes	Yes	Monster
Divine Helm	Head	14	4	Death Resistance Up	21,000	Yes	–	Yes	Yes	–	Yes	Monster
Dragon Helm	Head	22	4	Mind, Status Change, and Death Resist +1	32,000	Yes	–	–	–	–	–	Dungeon
Dragon Tear	Ring	0	0	Protects against all Status Changes	50,000	Yes	Yes	Yes	Yes	Yes	Yes	Dungeon
Dream Ring	Head	3	2	Can't be put to Sleep	3,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Dress Shoes	Boots	10	0	–	8,00	–	Yes	–	–	Yes	–	Shop
Earth Ward	Ring	0	0	Earth Resistance +2	2,500	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Face Guard	Head	8	3	–	450	Yes	–	Yes	Yes	–	Yes	Shop
Fire Ward	Ring	0	0	Fire Resistance +2	2,500	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Glass Domino	Head	5	2	–	220	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Hairband	Head	1	0	–	50	–	Yes	–	–	Yes	–	Nina start
Harmonic Ring	Ring	0	0	Chance of a Combo +10%	25,000	Yes	Yes	Yes	Yes	Yes	Yes	Monster
Hawk's Ring	Head	5	1	Alertness +50%	6,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Healing Ring	Ring	0	0	Cures Status Changes by going to back row	18,000	Yes	Yes	Yes	Yes	Yes	Yes	Manillo
Holy Mantle	Boots	2	1	Decreases chance of random combat	12,000	Yes	Yes	Yes	Yes	Yes	Yes	Manillo
Hunting Cap	Head	1	1	Chance to Learn +40%	8,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Ivory Bangle	Boots	9	1	Recover 30 HP each step or 150 HP each turn	35,000	Yes	Yes	Yes	Yes	Yes	Yes	Monster
Life Sandals	Ring	0	0	Status Change Resistance	500	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Light Bangle	Ring	0	0	Status Change Resistance +3	5,000	Yes	Yes	Yes	Yes	Yes	Yes	Dungeon
Long Boots	Boots	9	3	–	550	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Medallion	Ring	0	0	+3 Power and -3 Defense times the number of party members equipped with it	888	Yes	Yes	Yes	Yes	Yes	Yes	Secret Shop
						Yes	Yes	Yes	Yes	Yes	Yes	
Midas Stone	Ring	0	10	Increase Zenny won from battle 50%	3,000	Yes	Yes	Yes	Yes	Yes	Yes	Faerie Village
Poison Ward	Ring	0	0	Can't be Poisoned	2,500	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Red Cap	Head	0	15	Chance of Counterattack + 50%	None	–	–	–	–	–	Yes	Master helmet
Ring of Clay	Ring	0	0	Absorb Earth Attacks	10,000	Yes	Yes	Yes	Yes	Yes	Yes	Dungeon
Ring of Fire	Ring	0	0	Absorb Fire Attacks	10,000	Yes	Yes	Yes	Yes	Yes	Yes	Dungeon
Ring of Ice	Ring	0	0	Absorb Water Attacks	10,000	Yes	Yes	Yes	Yes	Yes	Yes	Gyosil
Ring of Wind	Ring	0	0	Absorb Wind Attacks	10,000	Yes	Yes	Yes	Yes	Yes	Yes	Dungeon
Shaman'sRing	Ring	0	0	AP cost –25%	40,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Soul Gem	Ring	0	0	Revives defeated character and breaks	1,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Soul Ring	Ring	0	0	AP Regeneration +50%	30,000	Yes	Yes	Yes	Yes	Yes	Yes	Dungeon
Spats	Boots	17	0	–	9,000	–	Yes	–	–	Yes	–	Shop
Speed Boots	Boots	3	0	Agility +20	4,500	Yes	Yes	Yes	Yes	Yes	Yes	Monster
Spirit Ring	Ring	0	0	AP Regeneration +100%	65,000	Yes	Yes	Yes	Yes	Yes	Yes	Monster
Talisman	Ring	0	0	Death Resistance +1	300	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Titan's Boots	Boots	6	3	Attack +10	6,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Toothpick	Ring	0	0	Critical Hit +5%	20	–	–	–	Yes	–	–	Monster
Topaz Tear	Ring	0	0	Greatly increase Healing Magic Power	45,000	Yes	Yes	Yes	Yes	Yes	Yes	Manillo
UV Goggles	Head	3	1	Can't be Blinded	3,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Water Ward	Ring	0	0	Water Resistance +2	2,500	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Wind Ward	Ring	0	0	Wind Resistance +2	2,500	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Winged Boots	Boots	4	0	Dodge +20%	7,000	Yes	Yes	Yes	Yes	Yes	Yes	Shop
Wisdom Ring	Head	3	2	Wisdom +20	5,000							Shop

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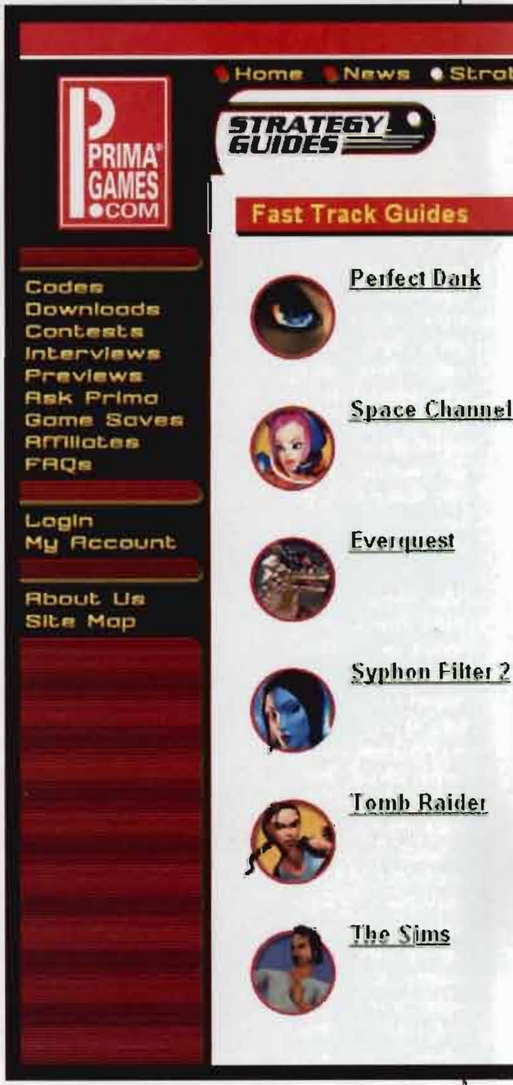
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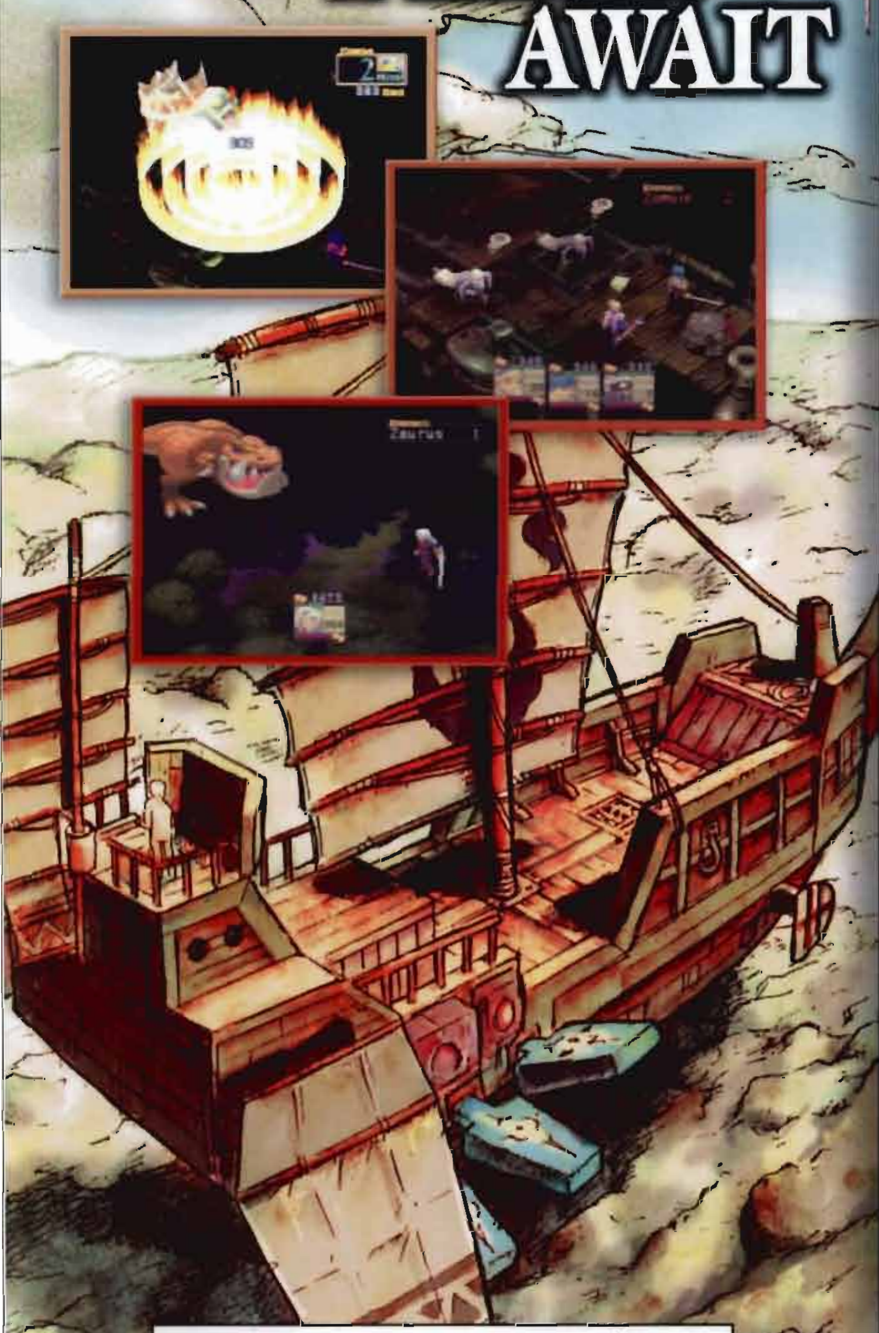

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